

Interface Segregation Principle

CSCI 2300

Object Oriented Design Principles Review

- Single Responsibility Principle (SRP)
 - Responsible to a single "user"
 - Single reason to change
- Liskov Substitution Principle (LSP)
 - Child class is a Parent class
 - Child class is **substitutable** for a parent class
- Open-Closed Principle (OCP)
 - Functionality can be extended without modifying the original code
 - Open for extension, closed for modification

Examples from your designs

- Examples of SRP, LSP, and OCP
- Examples of violations of SRP, LSP, and OCP
- Blackjack
 - Play against dealer
 - Play against dealer with another computer player
 - Review class diagram
- Battleship
 - Play against computer
 - Each player has 3 ships

Interface Segregation Principle (ISP)

- Clients should not be forced to depend on methods they do not use
- Clients should not implement methods if those methods are unused.



ISP Violation

```
public interface IMembership
{
    boolean Login(string username, string password);
    void Logout(string username);
    Guid Register(string username, string
                  password, string email);
    void ForgotPassword(string username);
}
```

Improved Design

```
public interface ILogin
{
    boolean Login(String username, String password);
    void Logout(String username);
}

public interface IMembership extends ILogin
{
    Guid Register(String username, String password,
                  String email);
    void ForgotPassword(string username);
}
```

```
public interface Movable{  
    public void move();  
    public void setSpeed(int speed);  
}
```

```
public class Picture implements Movable{  
    public void move()  
    {  
        // code for moving a  
        //picture across the screen  
    }  
    public void setSpeed(int speed){return;}  
}
```

- A. This code violates ISP because Picture class has a “dummy” implementation of setSpeed()
- B. This code violates ISP because Movable interface has more than one method
- C. This code violates ISP because we should be able to control the speed at which Picture moves across the screen
- D. This code does not violate ISP

ISP Design Principle Exercise