

Main Ideas

Objects and closures seem closely related

Closure is an important concept in Functional Programming

SOLID principles lead to a style of design that makes Functional Programming quite attractive.

SOLID

Single Responsibility (SRP)

Open/closed (OCP)

Liskov substitution (LSP)

Interface segregation (ISP)

Dependency inversion (DIP)

SOLID (ext)

SRP a class should have only a single responsibility

OCP "software entities ... should be open for extension, but closed for modification."

LSP "objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program."

ISP "many client-specific interfaces are better than one general-purpose interface."

DIP one should "depend upon abstractions, [not] concretions."

Object (Data with behaviour)

```
public class FileStore : IMessageQuery
{
    private readonly DirectoryInfo workingDirectory;

    public FileStore(DirectoryInfo workingDirectory)
    {
        this.workingDirectory = workingDirectory;
    }

    public string Read(int id)
    {
        var path = Path.Combine(
            this.workingDirectory.FullName,
            id + ".txt");
        return File.ReadAllText(path);
    }
}
```

Closure (Behaviour with data)

```
var workingDirectory = new
DirectoryInfo(Environment.CurrentDirectory);
Func<int, string> read = id =>
{
    var path = Path.Combine(workingDirectory.FullName, id + ".txt");
    return File.ReadAllText(path);
};
```



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Not published yet.

Last updated 30th June, 2017.

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