

### SOLID Principles

(S) SRP	Single Responsibility Principle
(O) OCP	Open Closed Principle
(L) LSP	Liskov's Substitution Principle
(I) ISP	Interface Segregation Principle
(D) DIP	Dependency Inversion Principle

### Sources

- ▶ [Unite Austin 2017 - S.O.L.I.D. Unity](#)
- ▢ [SOLID \(object-oriented design\)](#)

### Interesting quotes

*Keep everything (non-programmers) designer friendly when needed.*

*If your code is **too tough to test**, it probably means **that's not SOLID**.*

### 1. Dependency Inversion Principle

**Using classes with shared logic but different features...**

Use **polymorphism** instead of hard references, through interfaces or abstract classes.

#### In Unity Editor

Use **Abstract classes or Scriptable Objects** if you want something in the inspector (since interfaces aren't supported).

### 2. Interface Segregation Principle

**Large interfaces are time expensive**

**Break them into small, focused ones.** Use only **one member or member purpose** per interface.

Keep in mind that one class can implement many interfaces.

#### In Unity Editor

**The Inspector doesn't support interfaces**, but you can use them for **internal methods or third party logic**.

### 3. Single Responsibility Principle

**That 1% error prone classes with 99% of the total game logic...**

Split the game logic into **small classes** with **simple code**.

*One class **does only one thing** and has **only one reason to failure**.*

#### In Unity

Prefer tiny components.

### 4. Open/Closed Principle

**New features broke old ones**

***Classes open for extension, but close for modification.***

Use abstracts to extend features and define how it'll work.

### 5. Liskov's Substitution Principle

**Extending the classes broke them**

*If **two different types** have the **same base type**, they should both work for all members that **use the base type**.*

Trust the type as the base type.



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