Cheatography

SOLID for Unity Cheat Sheet

by _Gekko (_Gekko) via cheatography.com/57406/cs/15204/

SOLID Principles

(S) SRP	Single Responsability 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 Responsability 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 extends features and define how it'll works.

5. Liskov's Substutition Principle

Extending the classes broke them

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



By **_Gekko** (_Gekko)
cheatography.com/gekko/

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