

Object-Oriented Patterns

SECT.11.2026

- When do we use object-oriented design?
- What are the key principles of a good object-oriented design?
- What common OOP patterns are useful to us as Python developers?

Key Ideas

Encapsulation


Inheritance

Composition

Encapsulation

OOP provides a mechanism to keep all of the behaviors (implementation) tucked away neatly within types.

When we use objects, we only interact with a limited public interface.

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SOLID Principles

- Single Responsibility
- Open-Closed
- Liskov Substitution
- Interface Segregation
- Dependency Inversion

Single Responsibility Principle

A class should have a clear & distinct responsibility.

"Should only be one reason for the class to change."

Open-Closed Principle

Open for extension, closed for modification.

Functionality should be added by extending existing behavior, not modifying it.

Liskov Substitution Principle

Objects of a superclass should be replaceable with objects of its subclasses. Works when `subclass` "is a" `superclass` .

Often leads to code that violates Open/Closed, e.g. an `if` within `format_entity_for_display`

Interface Segregation

A client should not be forced to implement an interface it doesn't use.

Favor composition of small interfaces over large ones where many properties/methods are not used.

Dependency Inversion


High-level modules should not depend on low-level modules.


Depend on interface, not implementation.


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Observer In Action

Django signals

```
from django.db.models.signals import post_save
from django.dispatch import receiver
from django.core.mail import send_mail
from .models import Order

# registers an observer of the `Order.post_save` signal
@receiver(post_save, sender=Order)
def send_order_confirmation(sender, instance, created, **kwargs):
    if created:
        send_mail(
            subject=f"Order #{instance.id} Confirmed",
            message=f"Thanks for your order!",
            from_email="noreply@example.com",
            recipient_list=[instance.user.email],
        )
```