C# console application that works on the basics of the language as well as SOLID design principles. SOLID Principles: I. Single Responsiblity Principle -The GetTemp and RandomChangeCondition() methods both randomly get the temperature and weather condition. Both of these methods are doing one thing and they do it well. II. Liskov Substitution Principle -The Lemon, Sugar, Ice, and Cup classes inherit off of the item class. The parent and child classes can be flipped and would still work.