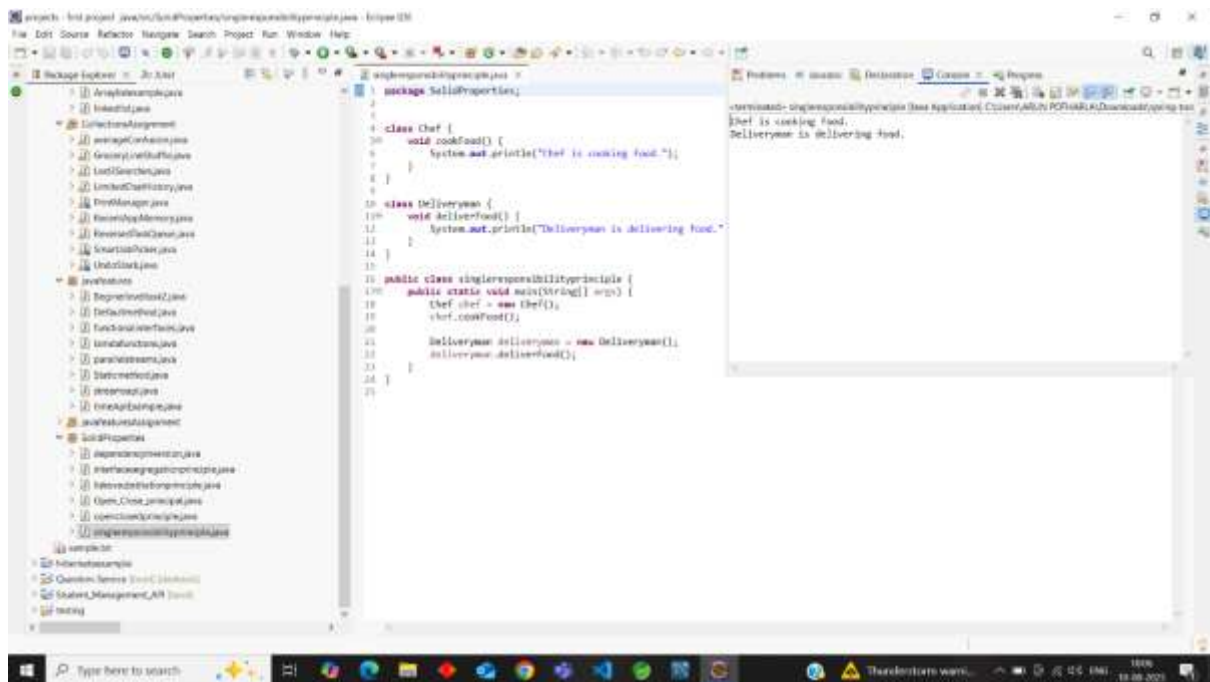# Solid Properties Assignment
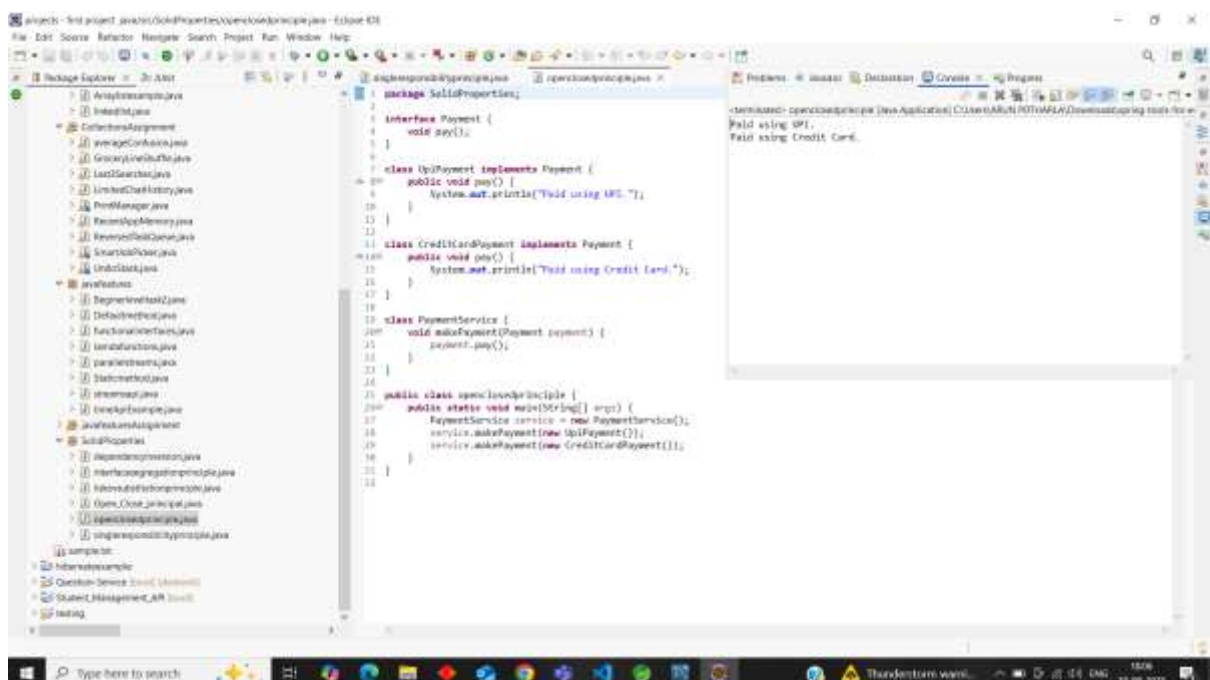
Single Responsibility Principle (SRP)
A class should have only one reason to change, meaning it should perform only one job or responsibility.
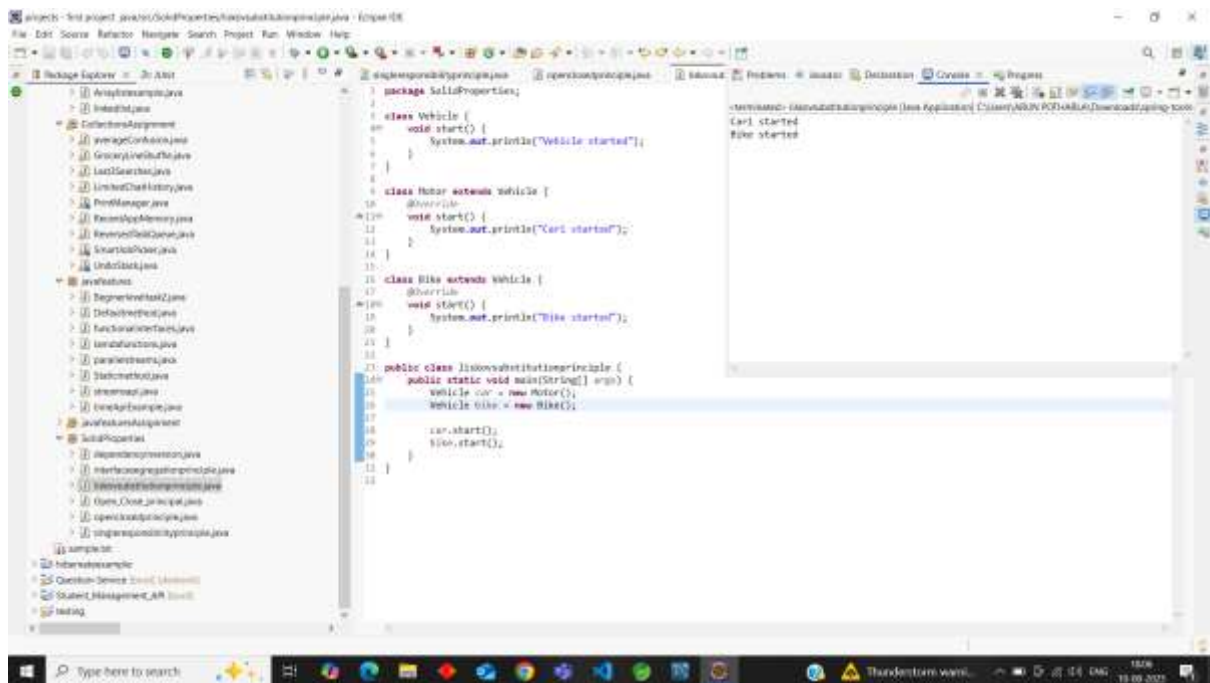

Open/Closed Principle (OCP)

A software module (class, function, etc.) should be open for extension but closed for modification.
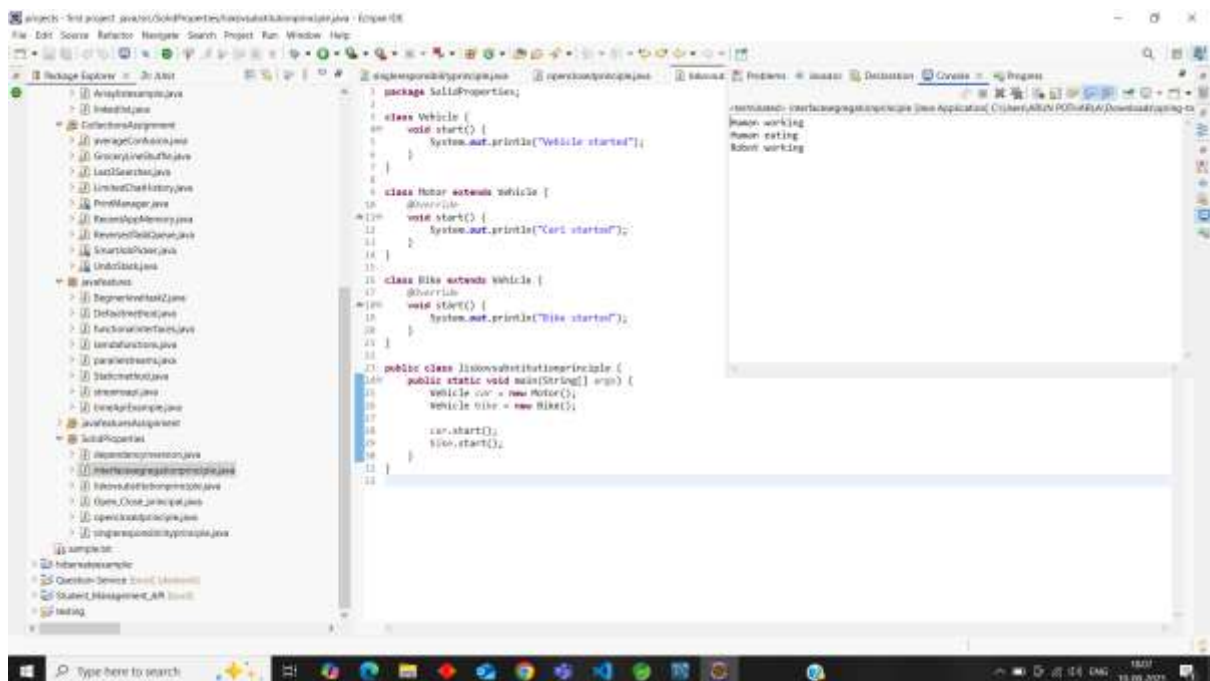
Liskov Substitution Principle (LSP)

Subclasses should be able to replace their parent class without changing the program's behavior.

Interface Segregation Principle (ISP)

Clients should not be forced to depend on methods they do not use.

Dependency Inversion Principle (DIP)

High-level modules should not depend on low-level modules; both should depend on abstractions (interfaces or abstract classes).