**SOLID Principle**

**Single Responsibility Principle**

In the “Weather Class” I believe that I have applied the Single Responsibility principle. The method “randomWeatherWithTemperature()” display a single responsibility of generating a random weather with temperature for the player. I also added a few write line but these lines provide a descriptive of the weather so it stays within the boundary of single responsibility.

**Interface Segregation Principle**

I created an interface call “iMixSupply”. This interface was design for the Recipe class to enforce the player to make their lemonade pitcher. I was not able to figure out how to make mix option work yet. I only put down one method because I want it to have a specific purpose that only do one thing. This will allow me to use the interface again for a reasonable class that can carry on the method.