**SOLID Principle**

**Single Responsibility Principle**

I believe I apply the “Single Responsibility Principle” throughout my project. A good example to look for it is in my Game Class. Every method inside my Game Class perform one things and does that one thing well. For example my DisplayWelcome() only does one thing which welcome the player into the game. My PlayerMenu() allow the player to choose what option that want to see or perform and nothing else.

**Interface Segregation Principle**

I created an interface call “iFill”. This interface was design for the Recipe class to enforce the player to make their lemonade pitcher. I only put down one method in the interface 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.