Single responsibility principle (SRP) SOLID

A class should have only one reason to change.

Open closed principle (OCP)

Software entities should be open for extension but closed for modification.

Liskov Substitution Principle (LSP)

Subtypes should be substitutable for their base types.

Interface Segregation Principle (ISP)

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

Dependency inversion principle (DIP)

High-level modules should not depend on low-level modules; both should depend on abstractions.