

# SOLID PRINCIPLES ASSIGNMENT





### Question

Identify how the following code violates the Liskov Substitution Principle? Also, correct the code in order it to be correct as per the Liskov Substitution Principle.

```
Code:
class Rectangle{
  int m_width;
  int m_height;

public void setWidth(int width){
  m_width = width;
}

public void setHeight(int h) {
  m_height = h;
}

public int getWidth() {
  return m_width;
}
```

```
public int getHeight() {
  return m height;
 public int getArea() {
  return m width * m height;
class Square extends Rectangle {
 public void setWidth (int width) {
  m \text{ width} = \text{width};
  m height = width;
 public void setHeight (int height) {
  m width = height;
  m height = height;
```



#### Solution



```
class Rectangle{
          int width;
          public void setWidth(int width){
              this.width = width;
          public void setHeight(int height) {
              this.height = height;
          public int getWidth() {
              return this.width;
          public int getHeight() {
              return this.height;
          public int getArea() {
     class Square extends Rectangle{
          public void setSquareSide(int side){
              width = side;
              height = side;
```

#### Solution



```
public class Main {
    public static void main(String[] args) {
        Rectangle rectangleObj = new Rectangle();
        rectangleObj.setHeight(10);
        rectangleObj.setWidth(5);
        System.out.println("Area of Rectangle :" +rectangleObj.getArea());
        Square squareObj=new Square();
        squareObj.setSquareSide(5);
        System.out.println("Area of Square : " +squareObj.getArea());
```





## Output







#### **THANK YOU**

