# Exercises: SOLID Principles in Software Design

This document defines the **in-class exercises** assignments for the ["High-Quality Code" course @ Software University](https://softuni.bg/courses/high-quality-code).

## Identify SOLID Principles

Choose a large project written in C# in the Internet. You may want to look at the popular source control repositories such as **GitHub** (<https://github.com>) or **CodePlex** (<https://codeplex.com>). A project may be considered large enough if it contains at least 30 classes.

Try to identify **at least** **two** examples of the SOLID principles. Document them by filling in the table below. Note that you don't need to give code examples, you can also write free text.

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| --- | --- |
| **Principle** | **Examples** |
| Single Responsibility Principle |  |
|  |
| Open / Closed Principle |  |
|  |
| Liskov Substitution Principle |  |
|  |
| Interface Seggregation Principle |  |
|  |
| Dependency Inversion Principle |  |
|  |

## \* Violations of SOLID and Other Principles

Try to find **at least one** violation of the SOLID and other (DRY / KISS / YAGNI / etc.) principles in the project you have chosen for Problem 1 and document it.

Hint: The most easily violated principle is **DRY** so you may want to look for it more closely.