SOLID PRINCIPLES

In software engineering, **SOLID** is a mnemonic acronym for five design principles intended to make object-oriented designs more understandable, flexible, and maintainable.

The principles: are a subset of many principles promoted by American software engineer and instructor Robert C. Martin first introduced in his 2000 paper Design Principles and Design Patterns discussing software rot.

The **SOLID** acronym was introduced later, around 2004, by Michael Feathers.

Although the **SOLID** principles apply to any object-oriented design, they can also form a core philosophy for methodologies such as agile development or adaptive software development.

The **SOLID** ideas are:

1. The Single-responsibility principle:

"There should never be more than one reason for a class to change." In other words, every class should have only one responsibility.

2. The Open-closed principle:

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

Modification means changing the code of an existing class, and extension means adding new functionality.

3. The Liskov substitution principle:

"Functions that use pointers or references to base classes must be able to use objects of derived classes without knowing it."

This means that, given that class B is a subclass of class A, we should be able to pass an object of class B to any method that expects an object of class A and the method should not give any weird output in that case.

4. The Interface segregation principle:

"Clients should not be forced to depend upon interfaces that they do not use."

The principle states that many client-specific interfaces are better than one general-purpose interface. Clients should not be forced to implement a function they do no need.

5. The Dependency inversion principle:

The Dependency Inversion principle states that our classes should depend upon interfaces or abstract classes instead of concrete classes and functions.

"Depend upon abstractions, [not] concretions."