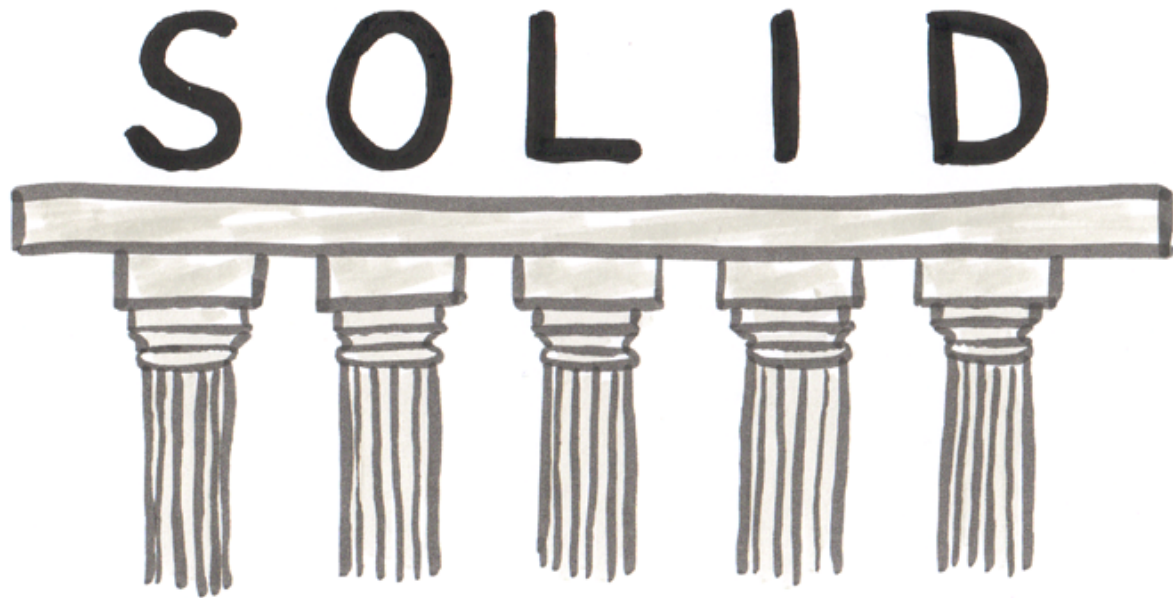# Lab1 - The SOLID principles

Download PDF

Introduction

The SOLID principles are design principles that are used in Object-Oriented software development in order to encourage us to create more maintainable, understandable, and flexible applications. In this workshop, we will iterate through each principle where a given problem has already been addressed. We will analyze the existing solution, identify its shortcomings and then suggest a more SOLID design for it.

Questions

- Clone this repository https://github.com/liliasfaxi/SOLID locally and go through the examples in the following order:
  - SRP (Single Responsibility Principle)

- OCP (Open-Closed Principle)
- LSP (Liskov Substituion Principle)
- ISP (Interface Segregation Principle)
- DIP (Dependency Inversion Principle)

Last update: 2022-02-06