**SOLID AND Design Patterns**

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| **ID** | **Name** | **Email** | **Mobile** |
| 20200514 | Marwa Ahmed Mohamed Mubarak | marwamubarak6@gmail.com | 01112274338 |
| 20200524 | Mariam Tarek Mohamed Amin | mariam0155357@gmail.com | 01553573228 |
| 20200190 | Reham Rashad Ahmed Mohamed | rehamrashad2002@gmail.com | 01032390170 |
| 20200572 | Mayar Ahmed Ibrahim Farag | mayarahmed11211@gmail.com | 01270318645 |

**SOLID AND Design Patterns**

Does your class diagram respect or violate SOLID principles? Justify your answer?

Yes, our class diagram respect SOLID principles and it’s shown in:

**Single-Responsibility Principle:**

this principle is shown in Garage class We have divided into many

classes that perform a specific function:

the classes (Display, MarkTime, ParkIn, ParkOut, CalculateFees, CalculateTotalIncom, Configuration)

**Open-Closed Principle:**

We used this principle in configuration class we made interface and linked it with two classes (BestSlot, FirstSlot)

Does your class diagram contain any design pattern(s), if yes name it and list the names of the classes involved in such pattern(s)?

**singleton**

We used singltone design pattern in class (Garage) to prevent making more than one instance from it.

**Strategy**

We used this design pattern in class configuration we made interface and linked it with two cases each one of them do a different strategy