

# S.O.L.I.D

## principles

### Single-responsibility principle

«A class should have one and only one reason to change, therefore the class has only one job.»

### Open-closed principle

«You should be able to extend a classes behavior, without modifying it.»

### Liskov substitution principle

«Derived classes must be substitutable for their base classes.»

### Interface segregation principle

«A client should never be forced to implement interfaces / methods it doesn't use.»

### Dependency Inversion Principle

«Classes depend on abstractions, not on concretions.»