***SOLID***

***Single responsibility principle***

***Open – closed principle***

***Liskov substitution principle***

***Interface segregation principle***

***Dependency injection principle***

***Cohesion and coupling***

*Cohesion:* is the degree to which the various parts of the software component are related.

Note: higher cohesion helps attain better adherence to the single responsibility principle.

*Coupling:* the level of inter dependency between various software components

Note: loose coupling helps attain better adherence to the single responsibility principle.

***Reasons for change***

Every software component should have one and only one reason to change.

Software is never dormant. It always keeps changing.

***Live coding session***

*Separate responsibilities, group by classes do not do god methods*

***Wrap up***

Can lead into save costs, and easier maintenance.