**SOLID Principles Improvement**

**1. Single Responsibility Principle (SRP)**

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| Related Module | Improvement |
| PlaceOrderController.java | Divide into many smaller controllers such as: validateController, typeCheckController, etc |
| PlaceRushOrderController.java | Simple as above |

**2. Open-Closed Principle (OCP)**

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| Related Module | Improvement |
| Payment Method Implementation | Adding a new payment method in the future should be possible by just adding a new class that implements the IPayment interface, without modifying the existing VnPay class. |

**3. Liskov Substitution Principle (LSP)**:

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| Related Module | Improvement |
| Media Class Hierarchy | Using any of the subclasses (Book, CdAndLp, Dvd) in place of Media should be possible without causing any issues. |

**4. Interface Segregation Principle (ISP)**

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| Related Module | Improvement |
| Interface Implementation | If a class is forced to implement an interface but doesn’t use most of the methods provided by the interface, it would be better to split the interface into smaller, more specific interfaces. |

**5. Dependency Inversion Principle (DIP)**

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| Related Module | Improvement |
| CartService.java | The CartService class should not depend directly on Cart. Instead, both should rely on an abstraction (an interface). |