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Week 7

Research

The SOLID principles of Object-Oriented-Programming is an acronym.

The "S" which is single-responsibly principle.

The "O" open-closed principle.

The "L" liskov substitution principle

The "I" interfaced segregation principle

The "D" dependency inversion principle

These principles were made for maintaining and extending a project's growth. It seems like these principles are a guideline for becoming a more well-rounded developer and a reminder of what you'll need to do when working on a project.

My favorite thing I learned this week was learning about databases and clients. Going into this weeks lesson my description for both client and database were relatively the same. I wasn't too sure what the difference between them were. In class we were given an analogy for a database and client, and it made much more sense and finally learned the difference between the two and how they work together.

Source: https://www.digitalocean.com/community/conceptual-articles/s-o-l-i-d-the-first-five-principles-of-object-oriented-design