

DESIGN PRINCIPLES

1. Single Responsibility Principle

Related modules	Description	Improvement
PlaceOrderController	It is responsible for 3 tasks: create order, validate delivery information and calculate shipping fee	Separate validating and calculating shipping fee into: - 1 class ValidateDeliveryInfo - 1 interface ShippingFeeCalculator
PlaceRushOrderController	It is responsible for 3 tasks: create order, validate delivery information and calculate shipping fee	Separate validating and calculating shipping fee into: - 1 class ValidateDeliveryInfo - 1 interface ShippingFeeCalculator

2. Open/Closed Principle

Related modules	Description	Improvement
Method calculateShippingFee in PlaceRushOrderController	When change the shipping formula, entire method must be change	create an interface ShippingFeeCalculator and let the controller depends on it

3. Liskov Substitution Principle

Related modules	Description	Improvement
Method getAllMedia() in Media	Method return List of itmes but child classes override and return null	Delete all of those methods in child classes

4. Interface Segregation Principle

I found none

5. Dependency Inversion Principle

Related modules	Description	Improvement
PaymentTransaction and CreditCard	PaymentTransaction depends directly on CreditCard	Make an abstract class as parent of all types of payment form