**SOLID principles**

**Single Responsibility Principle**

- no class or method should do more than one thing at once

**Open-Closed Principle**

-the library should be open for extension (i.e. its user should be able to create his own layouts/appenders/loggers)

**Liskov Substitution Principle**

-children classes should not break the behavior of their parent

**Interface Segregation Principle**

-the library should provide simple interfaces for the client to implement

**Dependency Inversion**

-no class/method should directly depend on concretions (only on abstractions)