**Solid Design Principles ISP Activity**

A Payment App is specification is given as like below

**public** **interface** UPIPayments {

**public** **void** payMoney();

**public** **void** getScratchCard();

**public** **void** getCashBackAsCreditBalance();

}

But you see some UPIPayments apps like GooglePay support all these features and some UPI Payments not supported all these features for example ABC UPI App not supports getCashbackasCreditBalance() feature. so here we should not force client ABC UPI App to override this method by implementating UPIPayments .

By observing the above scenario UPIPayments interface forcing all the implemented classes to override all the features even though they want to override.

**Task 4:** Design the Payment App and do necessary changes in the UPIPayments interface in such way that the interface/s would be client specific.

**Note:** In the given application solid task where you can find package called

**Com.epam.isp.activity.solution** design your code in that package.