

SOLID Principles in JavaScript

1. Single Responsibility Principle (SRP)

[Bad Example]:

```
class User {
  constructor(name, email) {
    this.name = name;
    this.email = email;
  }

  saveToDatabase() {
    // Code to save user to DB
  }
}
```

[Good Example]:

```
class User {
  constructor(name, email) {
    this.name = name;
    this.email = email;
  }
}

class UserDB {
  save(user) {
    // Code to save user to DB
  }
}
```

2. Open/Closed Principle (OCP)

[Bad Example]:

```
class Discount {
  getDiscount(type) {
    if (type === 'regular') return 10;
    if (type === 'premium') return 20;
  }
}
```

[Good Example]:

```
class Discount {
  getDiscount() {
    return 0;
  }
}

class RegularDiscount extends Discount {
  getDiscount() {
```

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```
        return 10;
    }
}

class PremiumDiscount extends Discount {
    getDiscount() {
        return 20;
    }
}
```

3. Liskov Substitution Principle (LSP)

[Bad Example]:

```
class Bird {
    fly() {
        console.log("Flying");
    }
}

class Penguin extends Bird {
    fly() {
        throw new Error("Penguins can't fly!");
    }
}
```

[Good Example]:

```
class Bird {}

class FlyingBird extends Bird {
    fly() {
        console.log("Flying");
    }
}
```

```
class Penguin extends Bird {
    swim() {
        console.log("Swimming");
    }
}
```

4. Interface Segregation Principle (ISP)

[Bad Example]:

```
class Worker {
    work() {}
    eat() {}
}
```

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```
class Robot extends Worker {  
  eat() {  
    throw new Error("Robots don't eat!");  
  }  
}
```

[Good Example]:

```
class Workable {  
  work() {}  
}
```

```
class Eatable {  
  eat() {}  
}
```

```
class Human extends Workable {  
  work() {  
    console.log("Working");  
  }  
}
```

```
Object.assign(Human.prototype, new Eatable());
```

5. Dependency Inversion Principle (DIP)

[Bad Example]:

```
class MySQL {  
  connect() {  
    console.log("Connected to MySQL");  
  }  
}
```

```
class App {  
  constructor() {  
    this.db = new MySQL();  
  }  
  
  init() {  
    this.db.connect();  
  }  
}
```

[Good Example]:

```
class Database {  
  connect() {}  
}
```

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```
class MySQL extends Database {  
  connect() {  
    console.log("Connected to MySQL");  
  }  
}
```

```
class App {  
  constructor(database) {  
    this.db = database;  
  }  
  
  init() {  
    this.db.connect();  
  }  
}
```