DESIGN PRINCIPLES

1. Single Responsibility Principle

#	Related modules	Description	Improvement

2. Open/Closed Principle

#	Related modules	Description	Improvement
2.1.	PlaceRushOrderController, calculateShippingFee method	Must change class code to modify formular	Using design pattern Strategy

3. Liskov Substitution Principle

#	Related modules	Description	Improvement

4. Interface Segregation Principle

#	Related modules	Description	Improvement

5. Dependency Inversion Principle

#	Related modules	Description	Improvement
5.1.	PaymentTransaction and CreditCard	Must modify PaymentTransaction class to add a new card	Make an abstract class as parent of all other type of payment card