**Open to extension and close to modification:**

I believe the player class is a good example for this one. In the player class there are two methods named “StringInputTest” and “DoubleInputTest”. These methods both take in user input and do a “try” operation on the input modify it to a lowercase version or convert it to a double respectively. This method general enough to be closed to modification but still be open to have further things be added in that it can test for.

**Single Responsibility:**

All of the GUI class methods are a great example for this principle. The purpose of these methods is to take certain variables in as parameters and then printing the information to the console in an organized manner. These methods have also been appropriately set to “static” because of the fact that they are there to do that one job and that one job only then completing.