1. SINGLE RESPONSIBILITY PRINCIPLE

2. OPEN/CLOSED PRINCIPLE

#	Related modules	Description	Improvement
1.1	CreditCard	Only have one kind of card, we may need to introduce more in the future.	Create a new abstract class Card with attributes that most payment methods will likely have.

3. LISKOV SUBSTITUTION PRINCIPLE

Any subclass of Card can be a substitution for it.

4. INTERFACE SEGREGATION PRINCIPLE
5. DEPENDENCY INJECTION PRINCIPLE

All controllers and interbank subsystem interact with card using Card abstract class