# Lab: SOLID

Lab for the ["C# OOP Basics" course @ SoftUni](https://softuni.bg/trainings/2084/csharp-oop-basics-october-2018)".

## Stream Progress Info

Refactor the code for this task, so that **Stream Progress Info** can work with different kinds of **Streams**. First make sure it works with **Music** too. Refactor the code, so in the future if a **new kind of stream** is introduced, you will need to **just import one new class** with **BytesSent** and **Length** getters in it.

## Graphic Editor

Refactor the code for this task, so that **Graphic Editor can draw all kinds of shapes** without checking **what kind is the concrete shape.** In the future, new shapes will be added to the system, so prepare the system for those moments. When you **add a new shape**, you should just **add a new class and nothing more**.

## Detail Printer

Refactor the code for this task, so that **Detail Printer** doesn’t need to ask **what kind of an employee is passed to it**. Detail Printer needs to just print details for all kinds of employees. When a new kind of employee is added, you will only need to **add a new class and nothing more.**

## Recharge

You are given a library with the following classes:

* Worker implements ISleeper
* Employee inherits Worker
* Robot inherits Worker
* RechargeStation

If you inspect the code, you can see that some of the classes have methods that they can't use (throw UnsupportedOpperationException), which is a clear indication that the code should be refactored.

Refactor the structure, so that it conforms to the **Interface Segregation** principle.

### Hints

Make the Robot extend Worker and at the same time implement Rechargeable.

