

## **S**ingle Responsibility Principle

A class should have only a single responsibility (i.e. only one potential change in the software's specification should be able to affect the specification of the class)



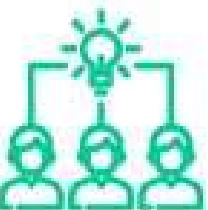
## **O**pen / Closed Principle

A software module (it can be a class or method) should be open for extension but closed for modification.



## **L**iskov Substitution Principle

Objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program.



## **I**nterface Segregation Principle

Clients should not be forced to depend upon the interfaces that they do not use.



## **D**ependency Inversion Principle

Program to an interface, not to an implementation.