2/ SOLID,KISS,DRY principles

SOLID

* Single responsibility principle : SRP
* Open/closed Principle : the code must be open for extention but closed for modification -> for adding features you shouldn’t modify previous codes.
* Liskov substitution Principle : if class B is inheriting from class A then we must be able to use B instead of A. aka it should be loyal to contract of the mother class.
* Interface segregation principle: defining specific interfaces for clients rather than having a monolithic interface.
* Dependency inversion principle: