Software Design - Session 1 Designing SOLID Software - Part 2/2

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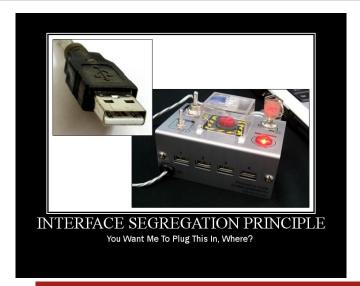
Last Week on Designing SOLID ...

The Liskov Substitution Principle



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The Interface Segregation Principle



The Dependency Inversion Principle

