**S** – Single-responsibility principle: “There should be never more than one reason for a class to change.”

**O** – Open-closed principle: “Software entities (classes, modules, functions, etc.) should be open for extension, but closed for modification.”

**L** – Liskov substitution principle: “subtypes must be substitutable for their base types”

**I** – Interface segregation principle: “Classes that implement interfaces, should not be forced to implement methods they do not use.”

**D** – Dependency Inversion Principle : “High level modules should not depend on low level modules rather both should depend on abstraction. Abstraction should not depend on details; rather detail should depend on abstraction.”