Interface segregation

S O L I D → Dependency Inversion
                              Principle

[Single
   Point   ← → Liskov's Substitution
   Responsibility]

Open for extension / Closed for modification

S → a class should have only one type of
     responsibility.

I → try to break a bigger (Interface) into
     smaller ones   Elephant ?

DRY → Don't Repeat yourself

UUID → Universally Unique
Identifiers

3 + 4