NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ STUDENT NUMBER: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ DATE: \_\_\_\_\_\_\_\_\_\_\_\_

COURSE & SECTION: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ SCORE: \_\_\_\_\_\_\_\_\_\_\_

**Activity - Principles**

**Instruction:**

List down at least 3 other principles, aside from SOLID principles. These principles establish practices for developing software with considerations for maintaining and extending it as the project grows. Briefly explain the principle and provide a short code example.

Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here. Type your answer here.