

## SOLID Design Principles used in my Lemonade Stand:

1. First the easy one. An example of SINGLE RESPONSIBILITY is with my Season Class. Originally, I had one function called "RunThroughDay" with very simple logic to create the day, sell the lemonade and complete the day. As I got closer to completing the full functionality of this program I realized that this function grew to incorporate much more than one thing since there was a lot of activity to complete a day. I ended up breaking this out into four functions...RunThroughDay, CompleteDay, SaveDay, ReportDay. Now these have a simple/single reason for existing.
2. I had greater ambitions for the Open/Closed Principle for this program, than actually came to fruition. I had in mind to create an Interface called "Store" and "Location". Then I could have the ability to expand this into a "sim" model type program where owners could expand their operation from a stand on the street corner to a storefront. Where they could expand their locations from say the front yard to the street corner or downtown. One example that does show up in my program for this principle is in the "Item" class. I can easily add an ingredient to the lemonade if need be by adding that ingredient as a class, inheriting from Item class.



