Identify what is the SOLID violation in the code

public class Email{

public string ToAddress { get; set; }

public string Subject { get; set; }

public string Content { get; set; }

public void SendEmail(){

//sending email

}

}

public class SMS{

public string PhoneNumber { get; set; }

public string Message { get; set; }

public void SendSMS(){

//Send sms

}

}

public class Notification{

private Email \_email;

private SMS \_sms;

public Notification(){

\_email = new Email();

\_sms = new SMS();

}

public void Send(){

\_email.SendEmail();

\_sms.SendSMS();

}

}

**step 1:**see the Notification class is having dependency on Email and SMS.

First Create a project and test this code is working.

**step2:**Refactor the project to remove dependency as given below

public interface IMessage{

void SendMessage();

}

public class Email: IMessage{

public string ToAddress { get; set; }

public string Subject { get; set; }

public string Content { get; set; }

public void SendMessage(){

//Send email

}

}

public class SMS: IMessage{

public string PhoneNumber { get; set; }

public string Message { get; set; }

public void SendMessage(){

//Send Sms

}

}

public class Notification{

private ICollection<IMessage> \_messages;

public Notification(ICollection<IMessage> messages){

this.\_messages = messages;

}

public void Send(){

foreach (var message in \_messages){

message.SendMessage();

}

}

}

**step 3:** Run and test your application is working