

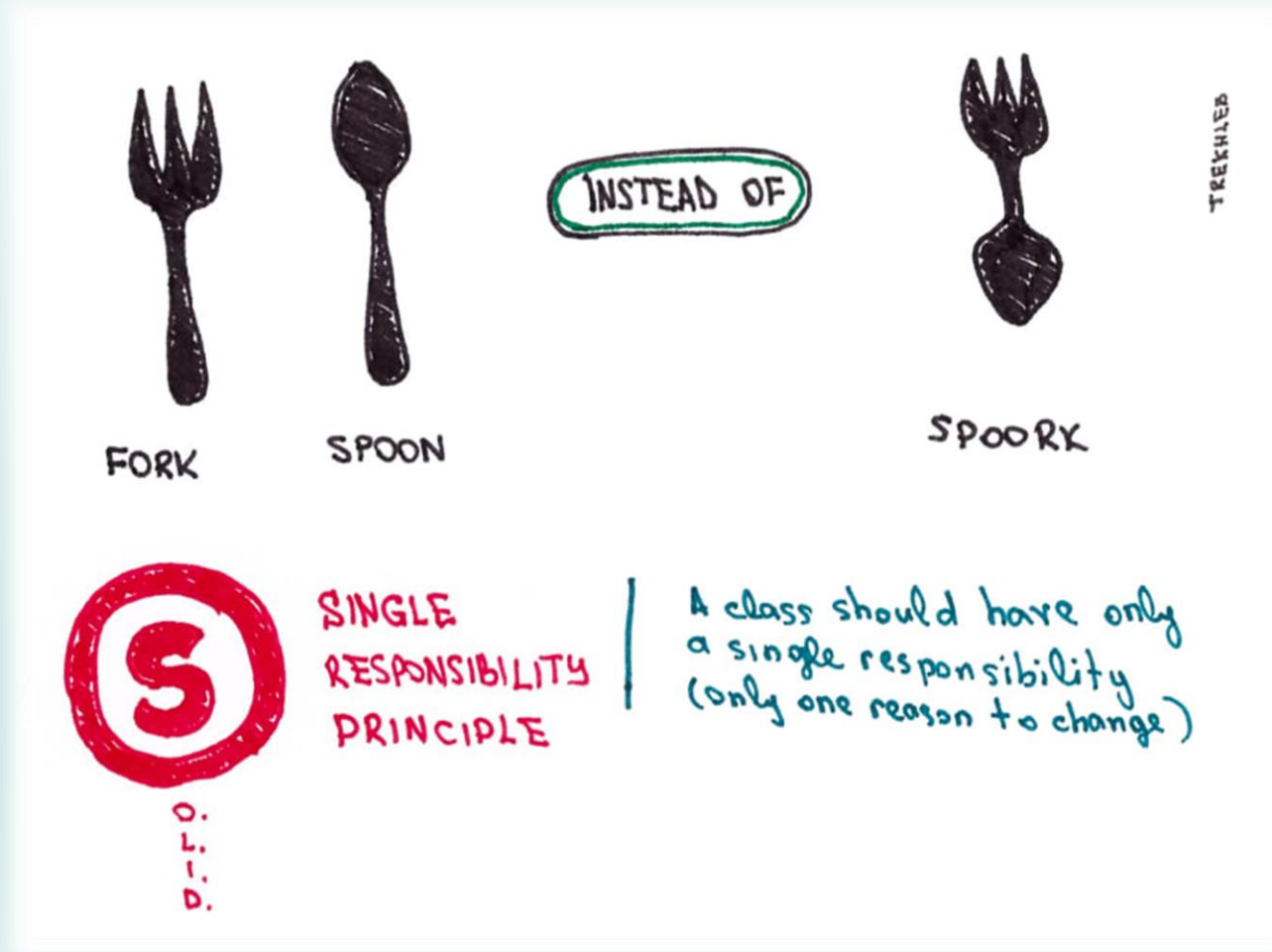


SOLID Principles

S - Single Responsibility Principle



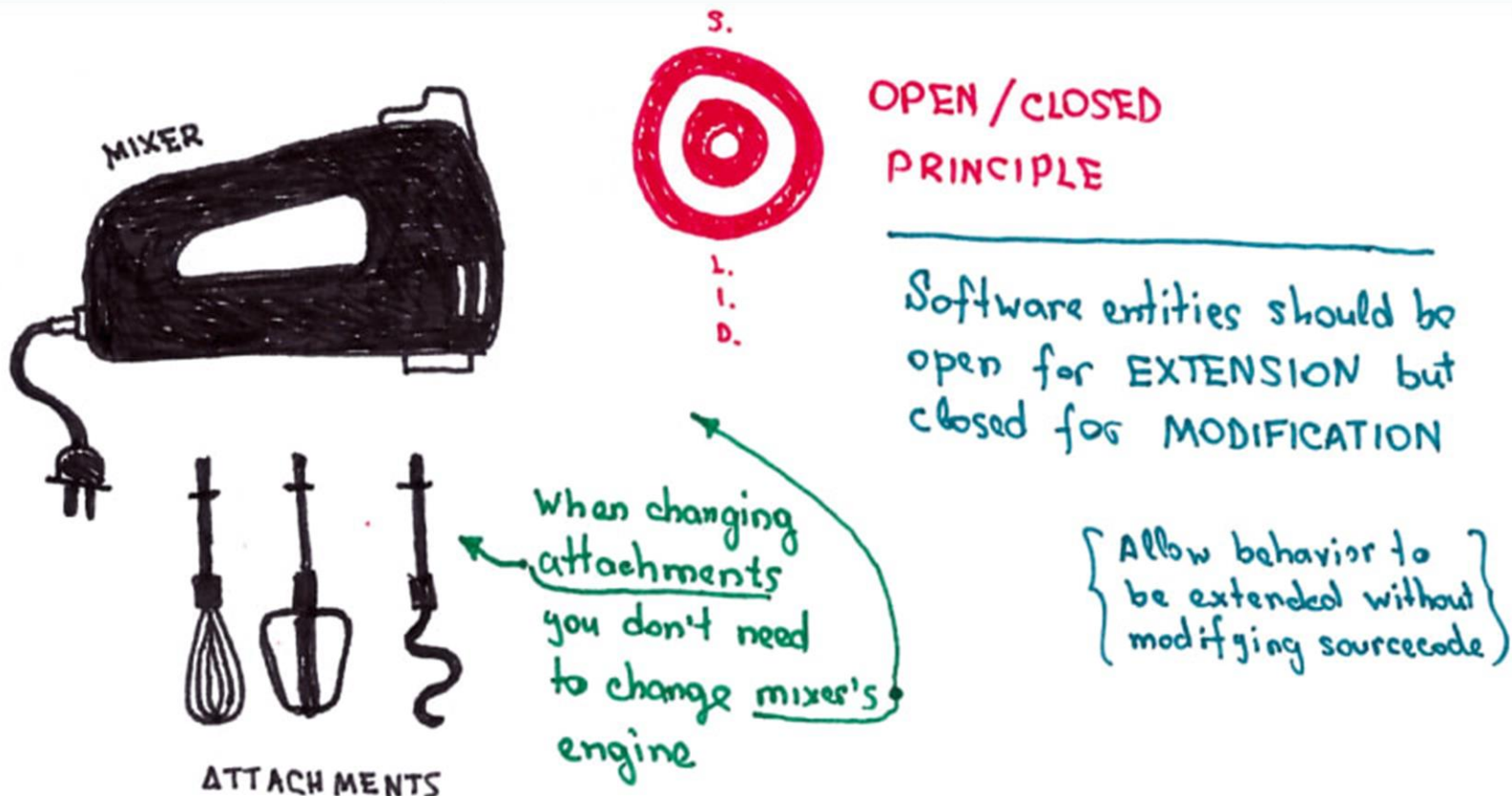
- A class should have only a single responsibility.



[Click for Ref](#)

O - Open/Closed Principle

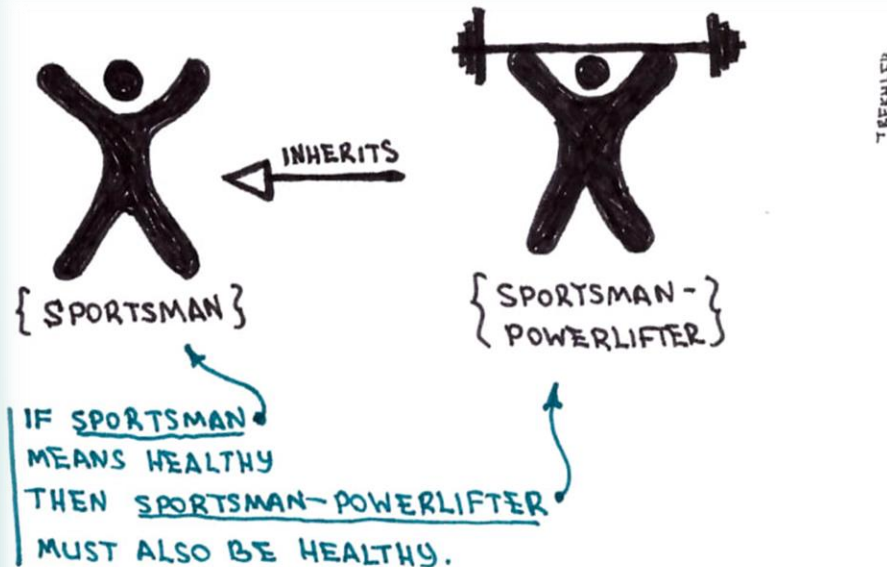
- Software entities should be open for **EXTENSION**, but closed for **MODIFICATION**.





L - Liskov Substitution Principle

- Objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program.



OTHERWISE THERE IS SOMETHING WRONG
WITH CLASS HIERARCHY



LISKOV
SUBSTITUTION
PRINCIPLE

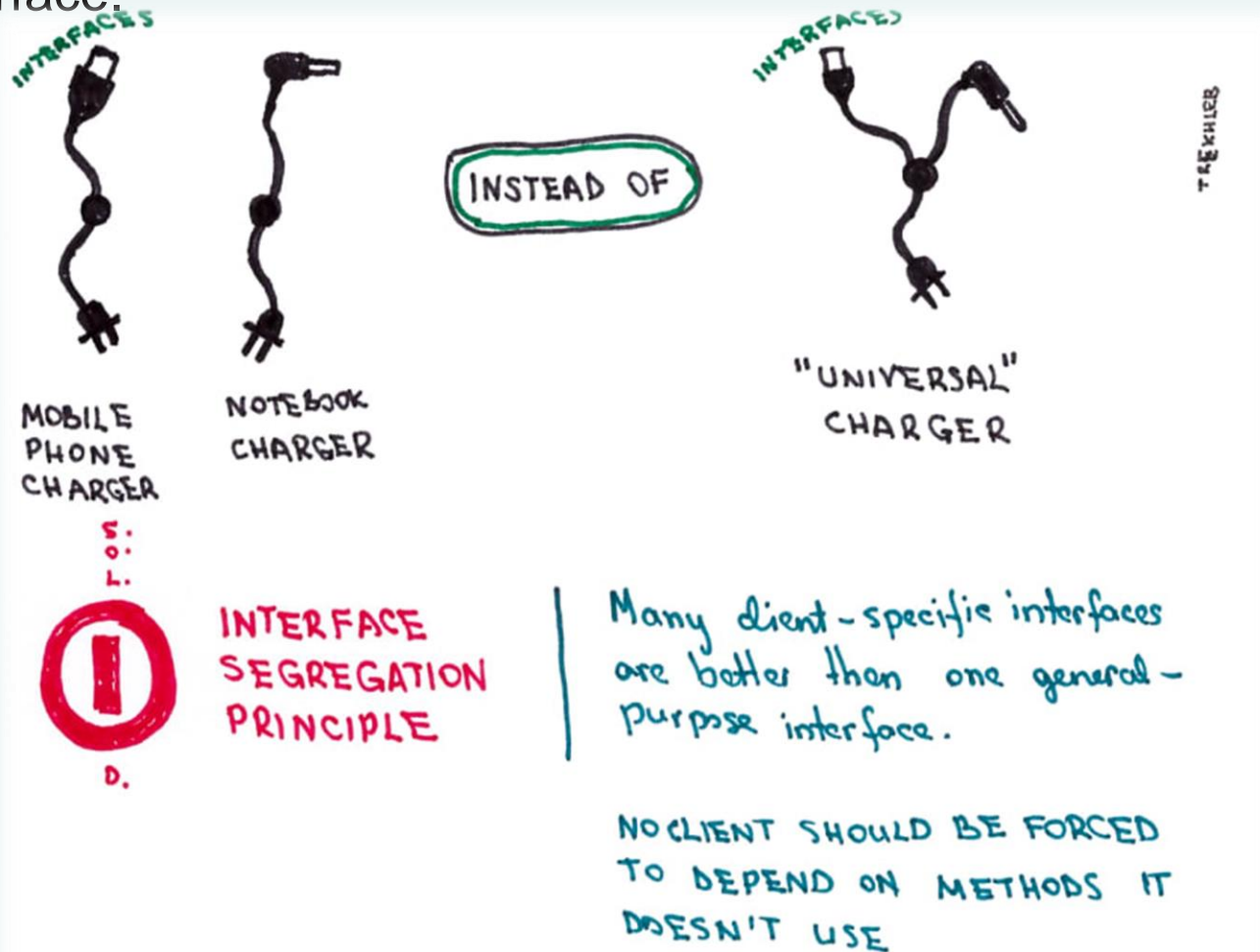
Objects in program should
be replaceable with instances
of their subtypes without
altering the correctness of
the program

[Click for Ref](#)

I - Interface Segregation Principle



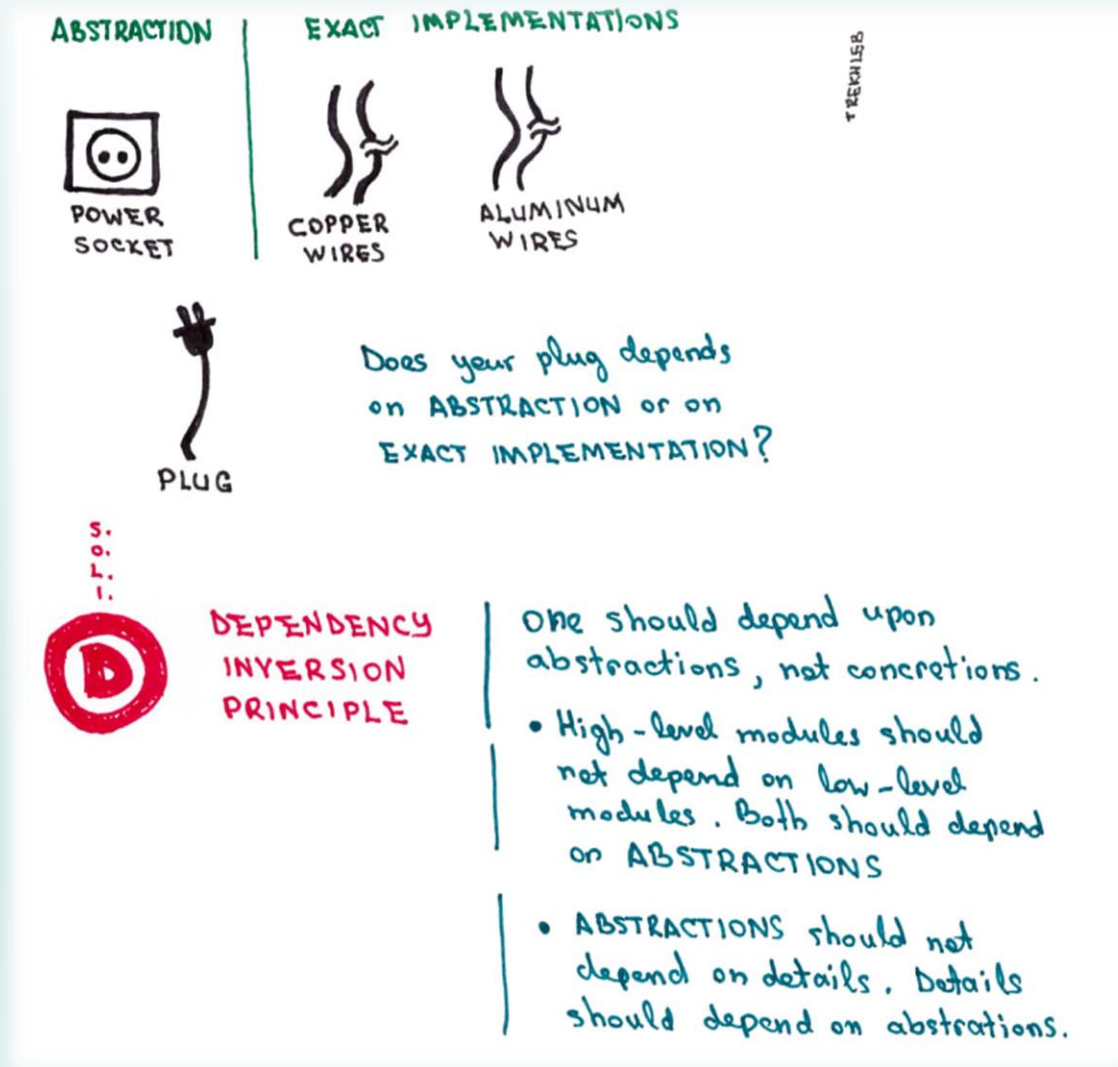
- Many client-specific interfaces are better than one general-purpose interface.



D - Dependency Inversion Principle



- One should depend upon abstractions, not concretions.



[Click for Ref](#)

YAGNI Principle



Y ou
A in't
G onna
N eed
I t.

