**SINGLE RESPONSIBILITY PRINCIPLE**

* The single responsibility principle states that every class, functions, etc. should have only one responsibility.
* You can find my utilization of this principle in my UserInterface class on line 37.
* I named this method “PromptGameMode”, and it does exactly as the name describes it. It has 2 lines of code. The first one prompts the user for the game mode he/she would like to play, and the second line returns the user input.
* This principle allows for understandable and good looking code.

**SINGLE RESPONSIBILITY PRINCIPLE**

* Another instance where i utilized this principle can be found in my Game class on line 75. The name of this method is “DeleteLosingPlayer”. This method has only one function: it deletes a losing player. I didn’t clutter functions into this method, and kept it simple and easy to read.

**INTERFACE SEGREGATION PRINCIPLE**

* I made an interface called “INameable”.
* This interface has one specific purpose: get the name of the player.
* It is better to have interfaces do specific functions than to clutter multiple functions into one big interface.