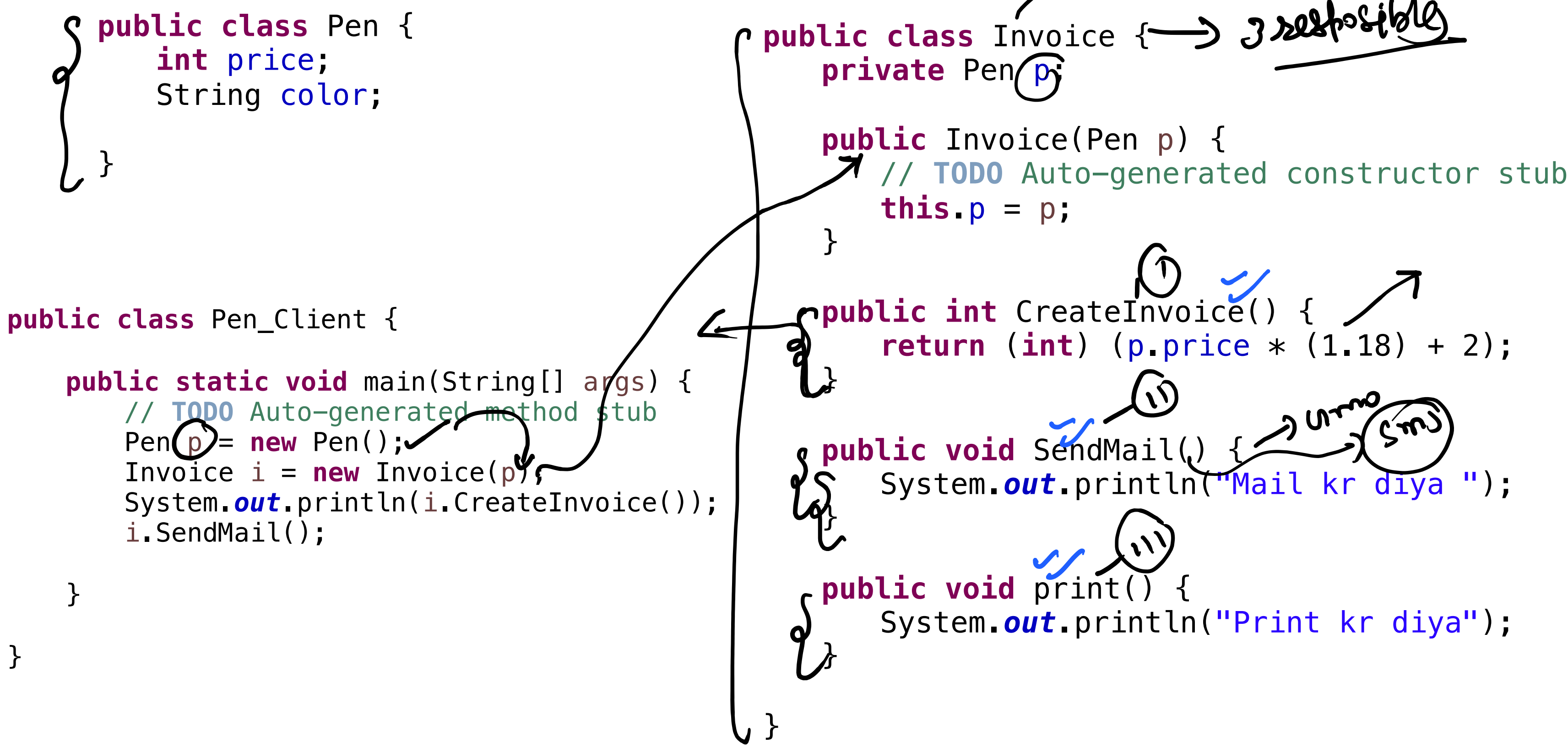
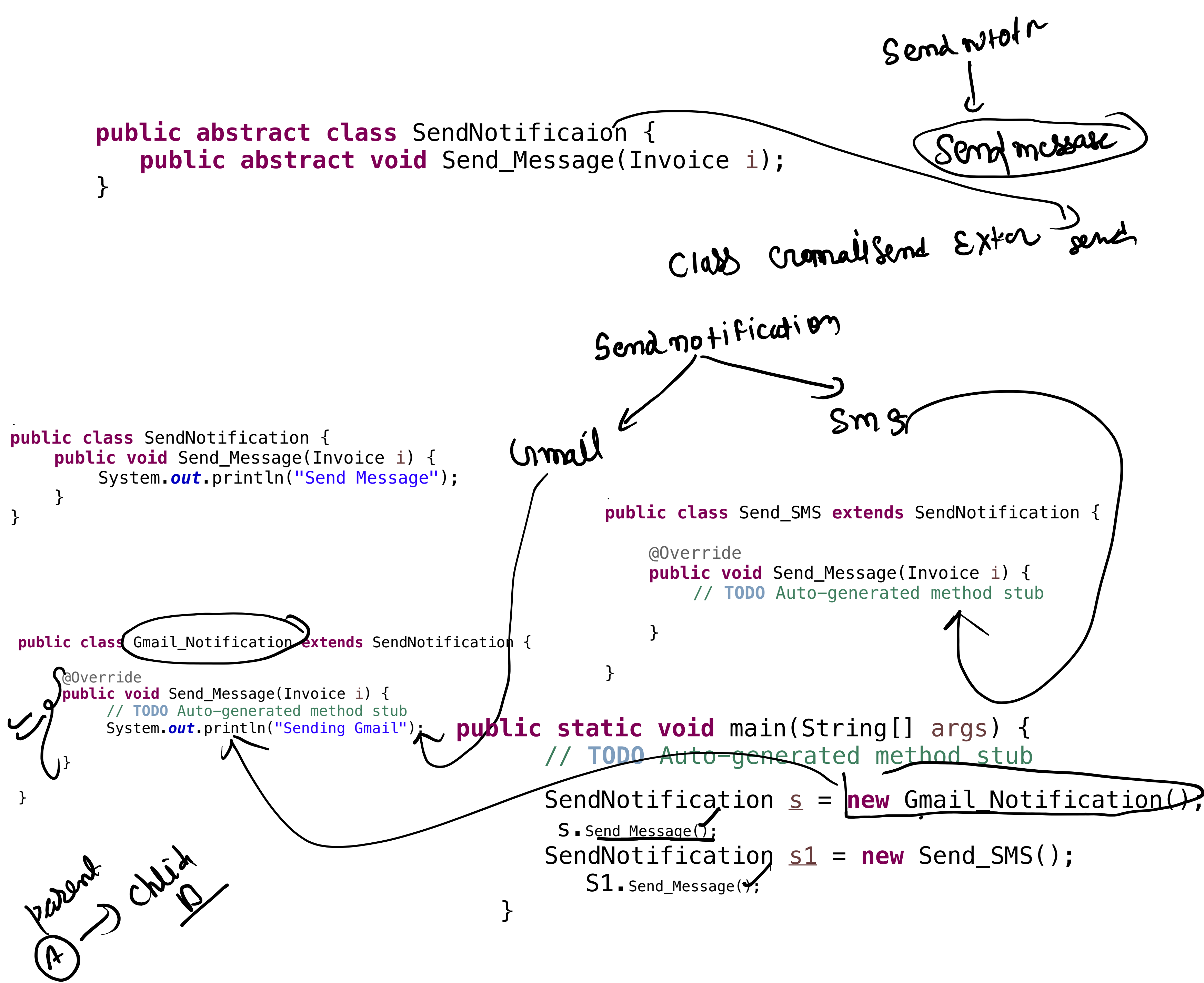


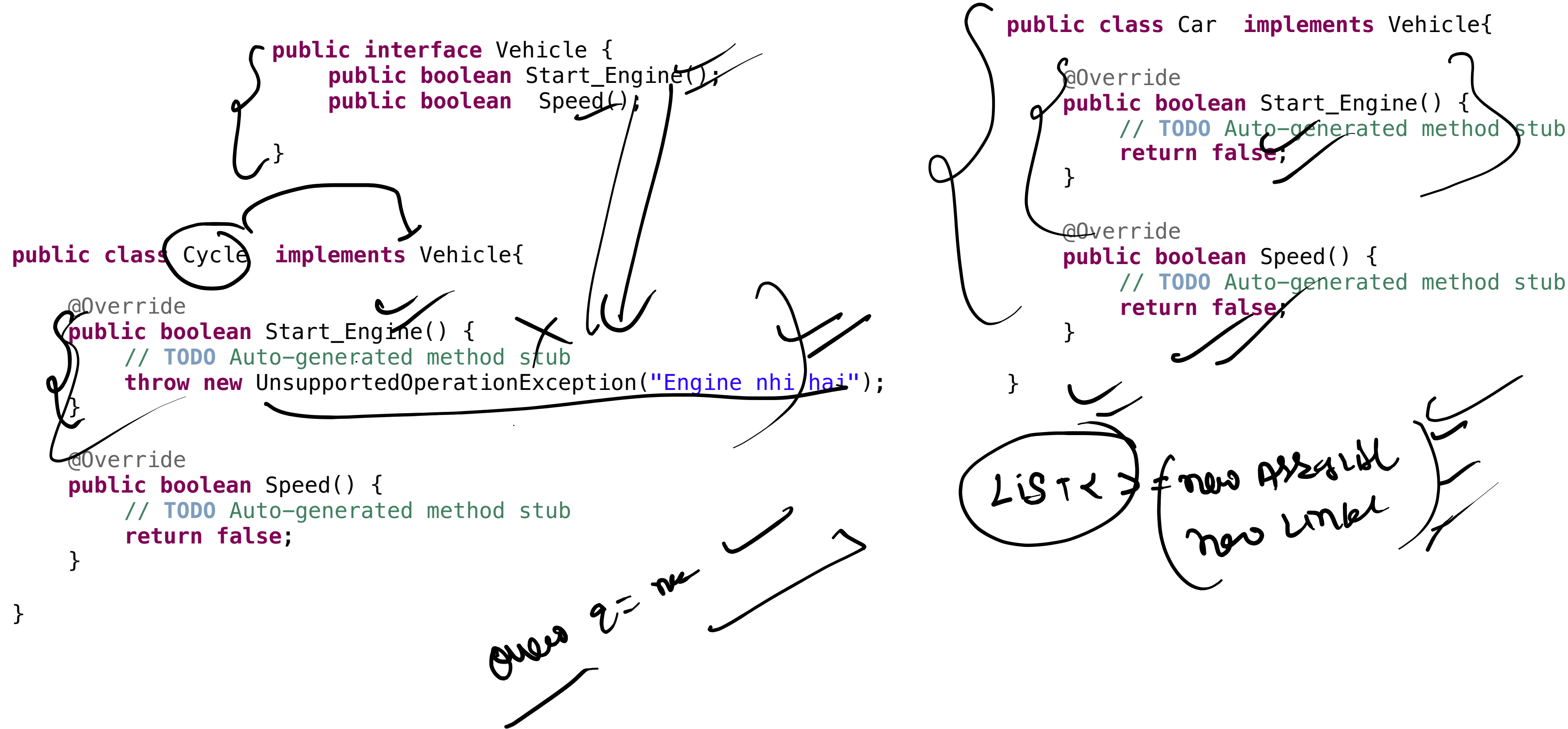
S → Follow ? Single → Responsibility



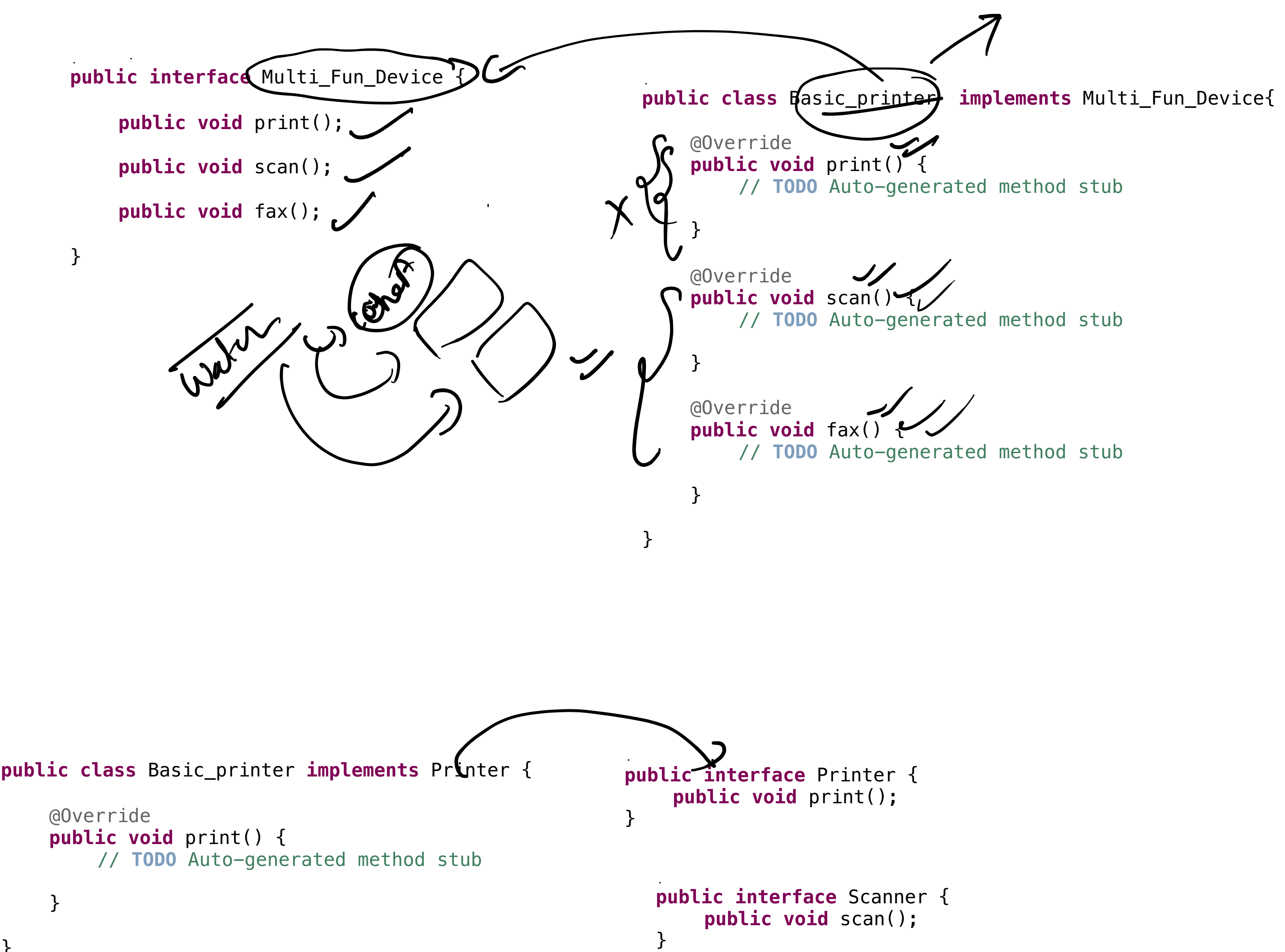
O → open for extension and closed for modification
Link



L → if class B is subtype of A class. then we are able
A class → class B → without behavior of program
1 B → replace → extend → nullus



I Interface segregation principle



D Dependency inversion principle