# Design Principles:

○ Does your class diagram respect or violate SOLID principles?

* We try hard as possible to respect solid principle except:
  + S.R.P
    - Because we use a Singleton pattern in some classes

○ Does your class diagram contain any design pattern(s), if yes name it and list the names of the classes involved in such pattern(s)?

* We use singleton pattern in classes:
  + LCD Display
  + Configuration
  + Income
  + Garage
* We use Strategy pattern in classes:
  + GarageController