



SOLID Principles

- S** Single responsibility principle
- O** Open/closed principle
- L** Liskov substitution principle
- I** Interface segregation principle
- D** Dependency inversion principle

S . O . L . I . D
↓

```
public class Pen {  
    String color;  
    int price;  
}  
  
public class Invoice {  
    Pen p;  
  
    public Invoice(Pen p) {  
        // TODO Auto-generated constructor stub  
        this.p = p;  
    }  
  
    public int CrateInvoice() {  
        return (int) ((p.price * 1.18) + 2);  
    }  
  
    public void PrintInvoice() {  
        System.out.println("Invoice Print kra");  
    }  
  
    public void SendMail() {  
        System.out.println("Mail pe sendz kra");  
    }  
}
```

```
public class Client {  
    public static void main(String[] args) {  
        Pen p = new Pen();  
        Invoice i = new Invoice(p);  
        System.out.println(i.CrateInvoice());  
        i.PrintInvoice();  
        i.SendMail();  
    }  
}
```

it B

Open Extension Clock For modification

S.O.L

if B is subtype of class A

```
List<Integer> ll = new ArrayList<>()  
= new LinkedList<>()
```

Interface multifunction {
 void print()
 void scan()
 void fax()
}

Basic printer imple multifunction {
 print()
 3
 scan()
 3
 fax()
 3
}

3