SOLID Design notes:

**Open/Closed Principle:**

* Example 1: The four supplies (lemons, cups, ice, and sugar) are kept in separate child classes under an "Ingredients" parent class. If functionality needs to be added to one ingredient, it can be dropped into a child class without altering too much code.
* Example 2: Player class contains player name, wallet, and inventory class in constructor. Additional player attributes or user information can be added or stored into this class if necessary.

**Single Responsibility Principle:**

* Example 1: The store class is strictly used as a source of player supplies. It only communicates with the Inventory class to add ingredients and Player class to subtract cash from the player’s wallet.
* Example 2: The weather class is only used to generate one of four weather conditions each day and a temperature range between 50-100 degrees.