DESIGN PRINCIPLES

# Single Responsibility Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
|  |  |  |  |

# Open/Closed Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
| 2.1. | PlaceRushOrderController,  calculateShippingFee method | Must change class code to modify formular | Using design pattern Strategy |

# Liskov Substitution Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
|  |  |  |  |

# Interface Segregation Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
|  |  |  |  |

# Dependency Inversion Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
| 5.1. | PaymentTransaction and CreditCard | Must modify PaymentTransaction class to add a new card | Make an abstract class as parent of all other type of payment card |