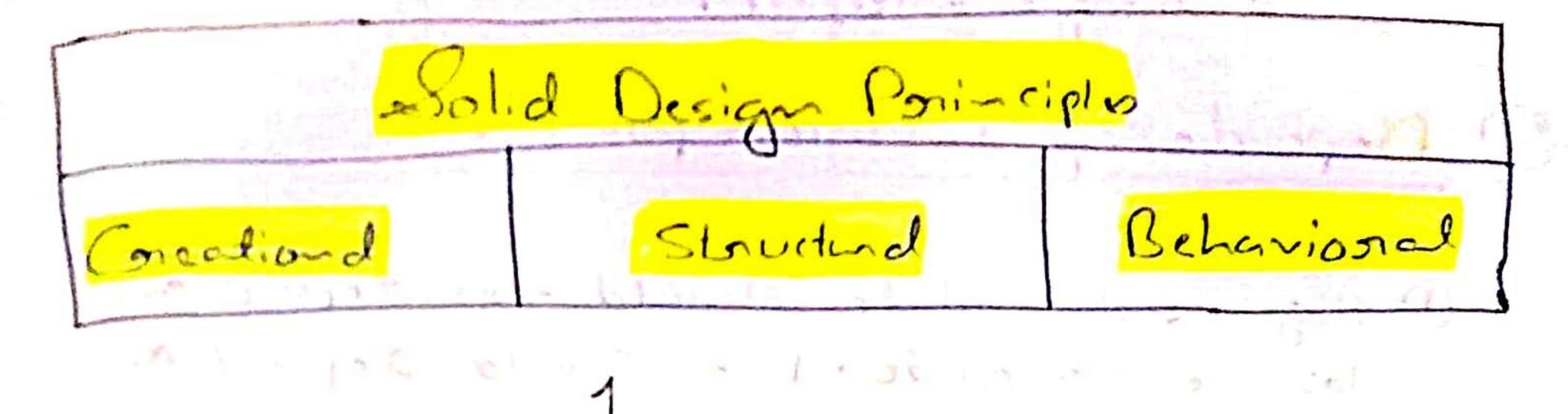
Design Patterns

"Oesign patterns are common anchitectural approaches"



Solid Design Ponnciples.

=> Design porinciples introduced by Robert C. Martin.

1) Lingle oneponsibility principle

-> A class should have a SIngle one about

Lie. A class should have a painnange onesponsibility k it should not take up other oresponsibilities.

(2) Open-Closed pormeiple

Low System should be open for extension & closed for modification.

(3) Lis Kon Substitution Poinciple

Derivid type should be immidiatly substituedable for base type.

1 Interface Segnigation Poinciple

La Avoide stuffing too much intu.

a Single interface.

(5) Dependency Investion pointile

- High-level modules should not depend on low-level modules. Both should depend on obstructions.
 - 2) Abstractions should not depend on obstractions.

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