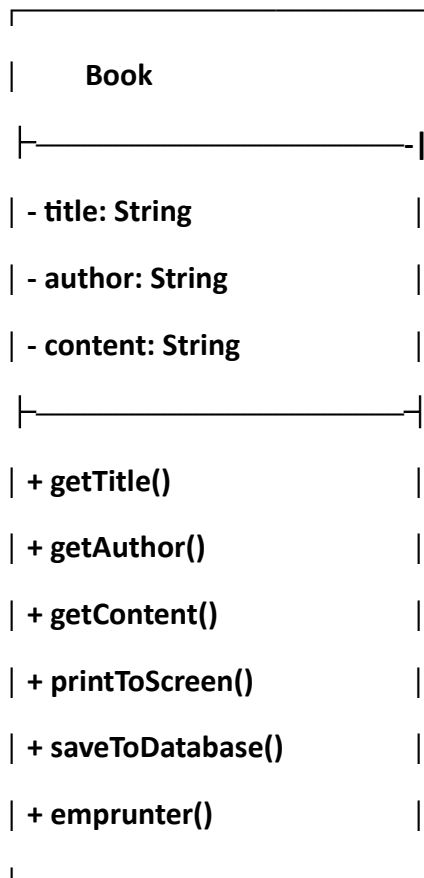


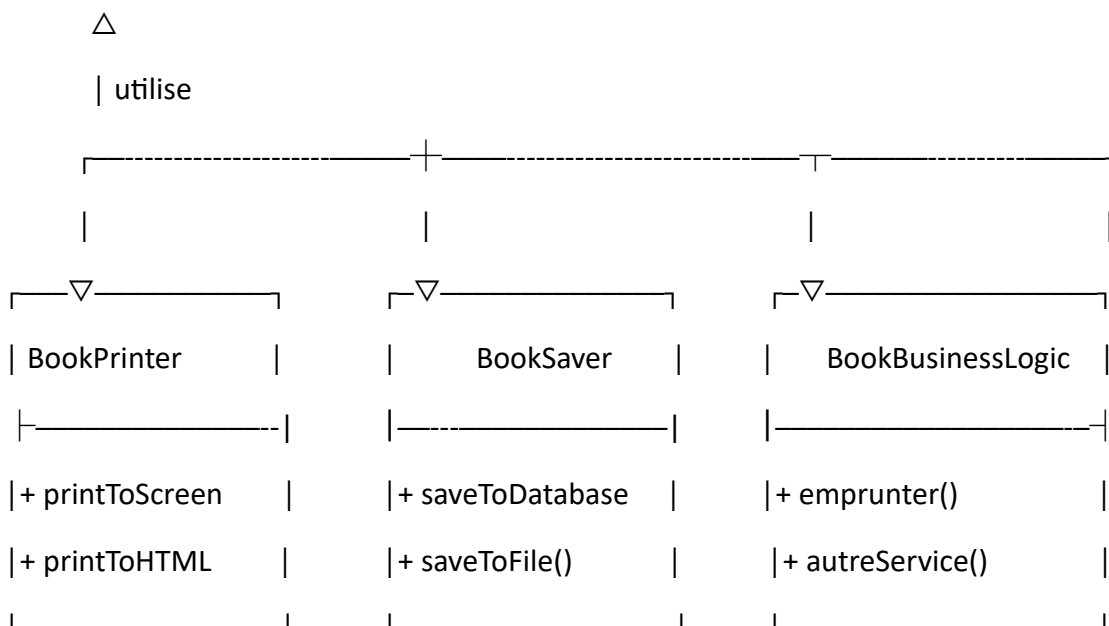
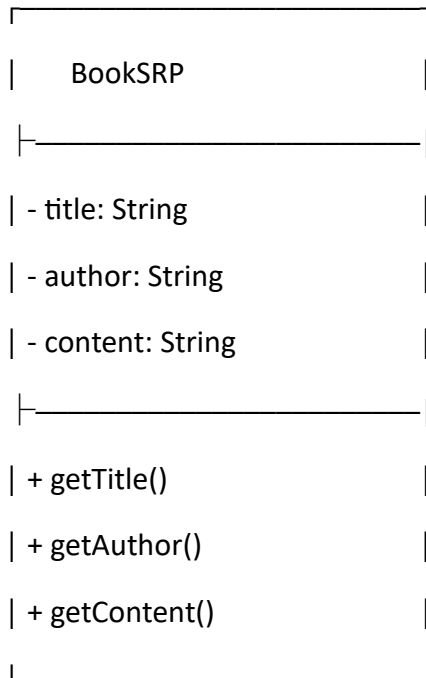
Diagrammes de Classes pour les Principes SOLID

S - Single Responsibility Principle (SRP)

Avant refactoring

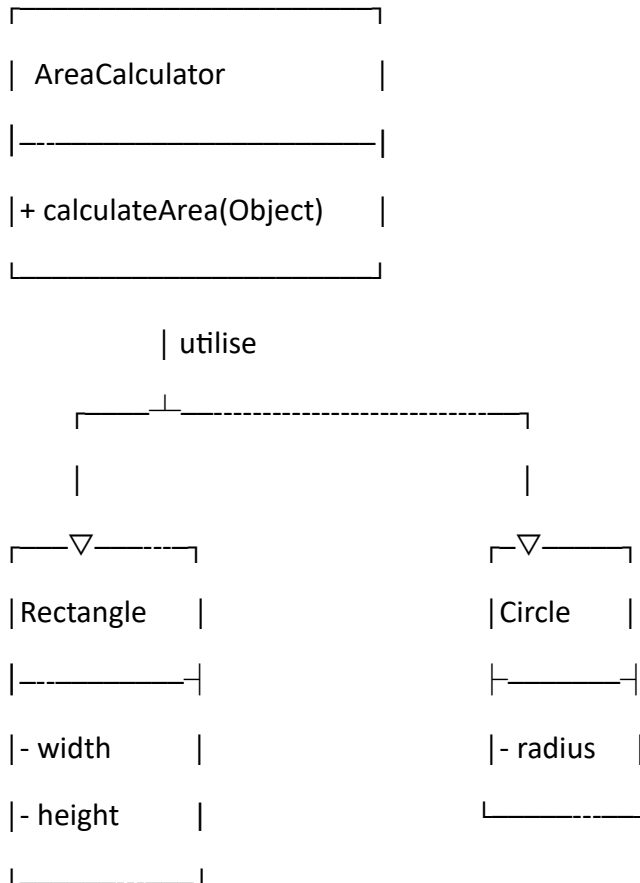


Après refactoring

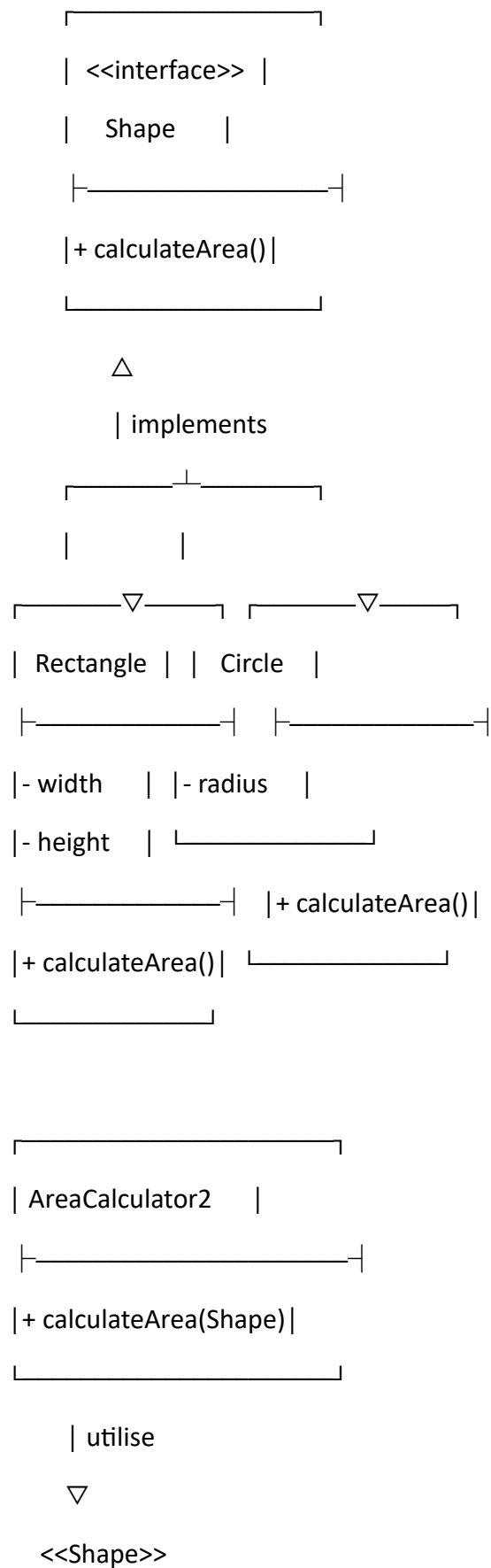


O - Open/Closed Principle (OCP)

Avant refactoring



Après refactoring (Bon)



L - Liskov Substitution Principle (LSP)

Avant refactoring (Mauvais - Violation)

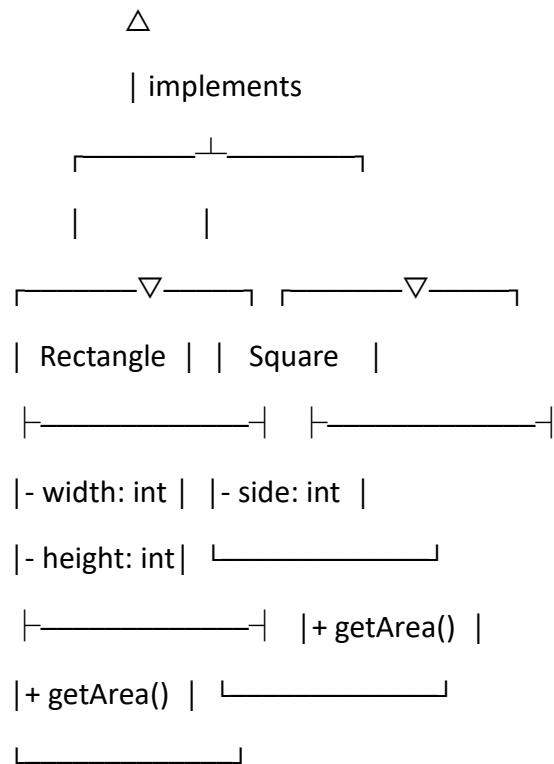
```
class Rectangle {
    # width: int
    # height: int

    + setWidth()
    + setHeight()
    + getArea()
}

class Square extends Rectangle {
    + setWidth() // Modifie width ET height
    + setHeight() // Modifie width ET height
}
```

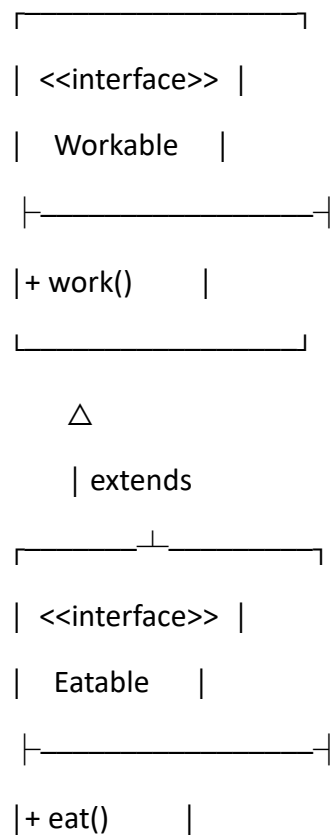
Après refactoring (Bon)

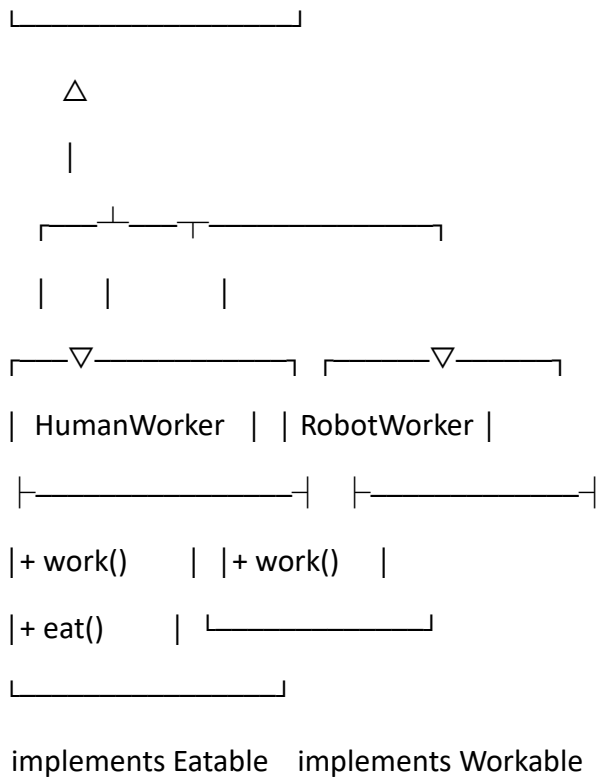
```
interface Shape {
    + getArea(): int
}
```



I - Interface Segregation Principle (ISP)

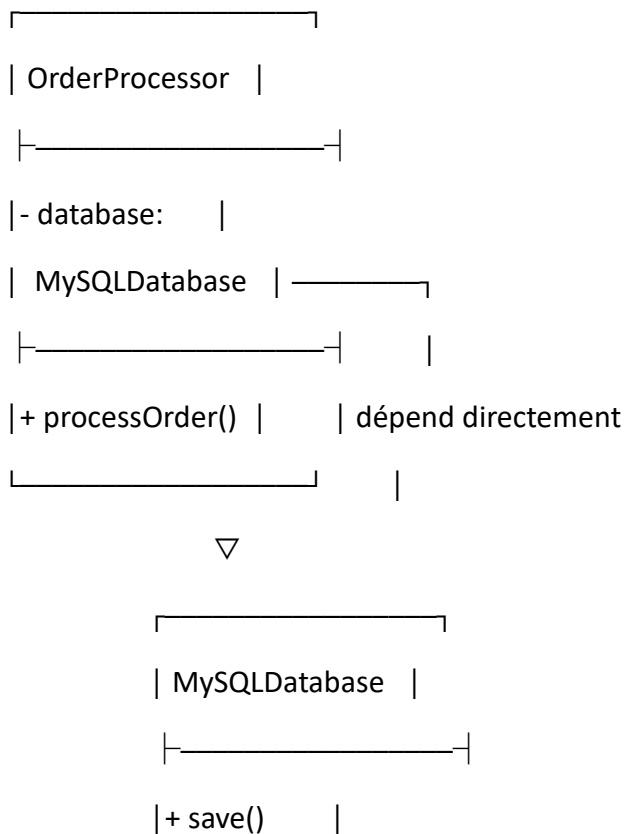
Après refactoring (Bon)





D - Dependency Inversion Principle (DIP)

Avant refactoring (Mauvais)



Après refactoring (Bon)

