The submission for the Horrible Code Activity consists of two versions of a Fortune Teller program - a "Fixes Version" that adheres to best coding practices, and an "Issues Version" that violates those practices. The key principles highlighted are:

1. KISS (Keep It Simple, Stupid):
   * The Fixes Version keeps each part of the program simple and easy to follow, with each function overseeing a specific task.
   * The Issues Version has a single fortune\_teller function that manages multiple tasks, adding unnecessary complexity.
2. DRY (Don't Repeat Yourself):
   * The Fixes Version avoids repetition by separating tasks into individual functions, with no duplicated logic.
   * The Issues Version repeats logic for handling input/output and generating fortunes in the fortune\_teller function, violating the DRY principle.
3. Single Responsibility Principle:
   * The Fixes Version has each function responsible for a single task, making the program modular and easier to debug or modify.
   * The Issues Version combines all the tasks - user input, fortune generation, and display logic - into the fortune\_teller function, violating the Single Responsibility Principle.