SRP:

requirements change over time. Each of them also changes the responsibility of at least one class. The more responsibilities your class has, the more often you need to change it. If your class implements multiple responsibilities, they are no longer independent of each other.

<https://www.intertech.com/Blog/the-single-responsibility-principle-with-c-examples/>

<https://code.tutsplus.com/tutorials/solid-part-1-the-single-responsibility-principle--net-36074>

<https://dzone.com/articles/single-responsibility-principle-explained> reality check para only

<https://www.oodesign.com/single-responsibility-principle.html>

Ocp:

<https://www.oodesign.com/open-close-principle.html>

<https://dzone.com/articles/solid-principles-openclosed-principle>

<https://dzone.com/articles/the-openclosed-principle>

DI:

<https://www.oodesign.com/dependency-inversion-principle.html>

<https://dzone.com/articles/solid-principles-dependency-inversion-principle>

ISP:

<https://www.oodesign.com/interface-segregation-principle.html>

<https://egkatzioura.com/2018/02/23/solid-principles-interface-segregation-principle/>

LSP: