SOLID Principles In the Lemonade Stand Project

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1. In the MainMenu class you will find a great example of Single Responsibly Principle. I used RollDie( ) method as a random number generator to use throughout the project. Other than having a Console Sleep after the die roll, the only responsibility is to generate that number. By doing this, it allowed me not to have to repeat code as well as offer a quick instance to continue to reference.
2. A great example of the Open/Closed principle is in the MarketPlace class. All the member variables are set to private and anything passed will create the value of a new instance. This keeps from multiple iterations from happening.
3. You can find the Ingredient parent class having four child classes for each ingredient. This uses the Liskov Substitution Principle that states, all child classes should do the same functions as the parent class. I wanted to implement this so that the ingredients would not vary from its’ nature.