**Solid Design Principles SRP Activity**

Imagine there is a class called ReservationService which performs following operations

Below is the class specification:

**public** **class** ReservationService {

**public** String search(String source, String destination) {

// do searchBuses

**return** "Buses Found";

}

**public** String bookTicket(**int** numberOfSeats) {

// booking the ticket

**return** "Ticket Booked";

}

**public** **void** printTickect() {

// printing the Ticket

}

**public** **void** getTravelInsuranceInfo(**int** ticketId) {

// getting the Travel Insurance info

}

**public** **void** sendOTP(String medium) {

**if**(medium.equals("email")) {

// write email related logic

}

}

}

Here the class has multiple reasons to change

For example, investigate sendOTP () method, let us assume ReservationService support send OTP medium as an email but in future they might want to introduce send OTP medium as Phone then you need to change the implementation of this class.

Similarly, getTravelInsuranceInfo (), now ReservationService provide only personal accident insurance may be in future they want to provide insurance for loss of baggage then again you need to change the implementation of this class.

**Task 1:** Identify the classes based on their responsibilities and separate them.