**S.O.L.I.D stands for:**

When expanded the acronyms might seem complicated, but they are pretty simple to grasp.

* **S** - Single-responsiblity principle
* **O** - Open-closed principle
* **L** - Liskov substitution principle
* **I** - Interface segregation principle
* **D** - Dependency Inversion Principle

SRP: A class should have one and only one reason to change, meaning that a class should have only one job.

OCP: Objects or entities should be open for extension, but closed for modification.

[LSP:](https://scotch.io/bar-talk/s-o-l-i-d-the-first-five-principles-of-object-oriented-design#toc-liskov-substitution-principle) All this is stating is that every subclass/derived class should be substitutable for their base/parent class.

ISP: A client should never be forced to implement an interface that it doesn't use or clients shouldn't be forced to depend on methods they do not use.

DIP: Entities must depend on abstractions not on concretions. It states that the high level module must not depend on the low level module, but they should depend on abstractions.