The SOLID principles are a set of five design principles intended to make software designs more understandable, flexible, and maintainable.

**Single Responsibility Principle (SRP):**

A class should have only one reason to change, meaning it should have only one job or responsibility.

* **Explanation:** This principle helps to keep classes modular and focused. If a class has more than one responsibility, it becomes more complex and harder to maintain. By ensuring each class has a single responsibility, changes in the software are easier to manage.



