## **[S.O.L.I.D. Principles](https://en.wikipedia.org/wiki/SOLID" \t "https://lms.antra.com/main/course/_blank)**

##### **Single responsibility principle**

A class should only have a single responsibility, that is, only changes to one part of the software's specification should be able to affect the specification of the class.

##### **Open–closed principle**

"Software entities ... should be open for extension, but closed for modification."

##### **Liskov substitution principle**

"Objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program." See also design by contract.

##### **Interface segregation principle**

"Many client-specific interfaces are better than one general-purpose interface."

##### **Dependency inversion principle**

One should "depend upon abstractions, [not] concretions."