SOLID is basically 5 principles, which will help to create a good software architecture. You can see that all design patterns are based on these principles. SOLID is basically an acronym of the following:

* **S***is single responsibility principle (SRP)*

A class should take one responsibility and there should be one reason to change that class.

* **O***stands for open closed principle (OCP)*

This class should be open for extension but closed for modification.

* **L** *Liskov substitution principle (LSP)*

 Child class should not break parent class’s type definition and behavior.

* **I** *interface segregation principle (ISP)*

This principle states that any client should not be forced to use an interface which is irrelevant to it.

* **D** *Dependency inversion principle (DIP)*

This principle tells you not to write any tightly coupled code

SOLID principle will help us to write loosely coupled code which is highly maintainable and less error prone.

Reference:

<https://www.codeproject.com/Tips/1033646/SOLID-Principle-with-Csharp-Example>