**Interface Segregation Principle (ISP)**

1. The interface segregation method states "that clients should not be forced to implement interfaces they don't use

2. Instead of one big fat interface many small interfaces are preferred based on the groups of methods, each one serving one sub-module.

3. An Interface should be more closely related to the code that uses it than the code that implements it.

4. Each interface should have a specific purpose/responsibility.

5. The larger the interface the more likely that it includes methods that not all implementers can do.

6. Let’s start with an example

Suppose we need to build a system for an IT firm that contains roles like TeamLead and Programmer where TeamLead divides the huge task into smaller task and assigns them to the programmers and can even work on them directly.

Based on the specifications, we need to create an interface and a TeamLead class to implement it.

Refer the code