**What is SOLID design principles ?**

Software design principles represent a set of guidelines that helps us to avoid having a bad design. The design principles are associated to Robert Martin who gathered them in "Agile Software Development: Principles, Patterns, and Practices". According to Robert Martin there are 3 important characteristics of a bad design that should be avoided:

* Rigidity/Tight Coupling - It is hard to change because every change affects too many other parts of the system.
* Immobility - It is hard to reuse in another application because it cannot be disentangled from the current application.

SOLID is acronym to -

* The **S**ingle Responsibility Principle
* The **O**pen-Closed Principle
* The **L**iskov Substitution Principle
* The **I**nterface Segregation Principle
* The **D**ependency Inversion Principle