DESIGN PRINCIPLES

# Single Responsibility Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
|  |  |  |  |

# Open/Closed Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
| 2.1. | PlaceRushOrderController,  calculateShippingFee method | Cannot changing, adding new formula without changing class’s code | Using design pattern Strategy |

# Liskov Substitution Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
| 3.1. | Method getAllMedia() in Media | Method return List but children classes override and return null | Delete method in children classes |

# Interface Segregation Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
|  |  |  |  |

# Dependency Inversion Principle

|  |  |  |  |
| --- | --- | --- | --- |
| # | Related modules | Description | Improvement |
| 5.1. | PaymentTransaction and CreditCard | Cannot adding new type of card without modifying PaymentTransaction | Make a abstract class as parent of all other type of payment card |