**Single Responsibility Principle Explanation with Example C# code:**

You probably have heard about SOLID principles: single responsibility, open-closed, liskov substitution, interface segregation and dependency inversion. We will discuss single responsibility in this article.

The Single Responsibility Principle (SRP) is the concept that any single object in object-oriented programing(OOP) should be made for one specific function.

Classes, software components and microservices that have only one responsibility are much easier to explain, understand and implement than the ones that provide a solution for everything. This reduces the number of bugs and improves development speed.

A class should have one, and only one, reason to change.

-Robert C.Martin

Example Code is on the way I will commit: