

Lab: SOLID

Problems for exercises and homework for the ["C# OOP" course @ SoftUni](#).

1. Stream Progress Info

Refactor the code for this task, so that **Stream Progress Info** can work with different kinds of **Streams**. First make sure it works with **Music** too. Refactor the code, so in the future if a **new kind of stream** is introduced, you will need to **just import one new class** with **BytesSent** and **Length** getters in it.

2. Graphic Editor

Refactor the code for this task, so that **Graphic Editor** can draw all kinds of shapes without checking **what kind is the concrete shape**. In the future, new shapes will be added to the system, so prepare the system for those moments. When you **add a new shape**, you should just **add a new class and nothing more**.

3. Detail Printer

Refactor the code for this task, so that **Detail Printer** doesn't need to ask **what kind of an employee is passed to it**. Detail Printer needs to just print details for all kinds of employees. When a new kind of employee is added, you will only need to **add a new class and nothing more**.

1. Recharge

You are given a library with the following classes:

- **Worker** implements **ISleeper**
- **Employee** inherits **Worker**
- **Robot** inherits **Worker**
- **RechargeStation**

If you inspect the code, you can see that some of the classes have methods that they can't use (throw **UnsupportedOperationException**), which is a clear indication that the code should be refactored.

Refactor the structure, so that it conforms to the **Interface Segregation** principle.

Hints

Make the **Robot** extend **Worker** and at the same time implement **Rechargeable**.

