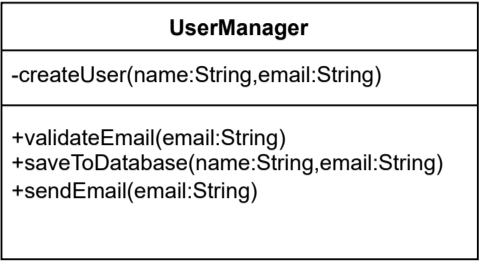


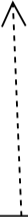
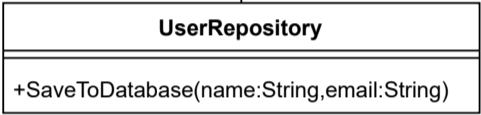
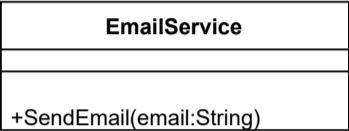
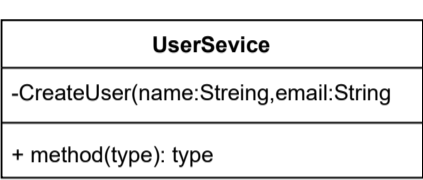
DIAGRAMMES UML- PRINCIPES SOLIDES

SRP(single responsibility principle)

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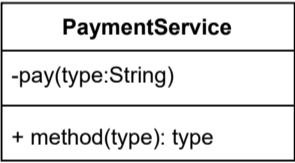
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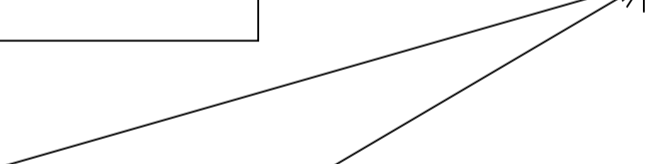
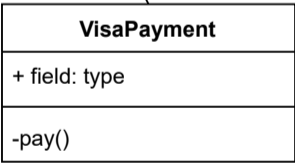
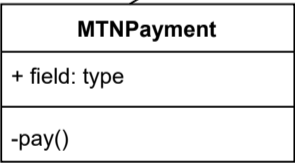
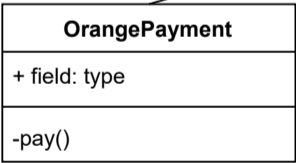
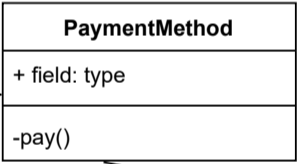
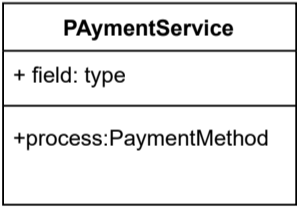
Use

OCP(open/close principle)

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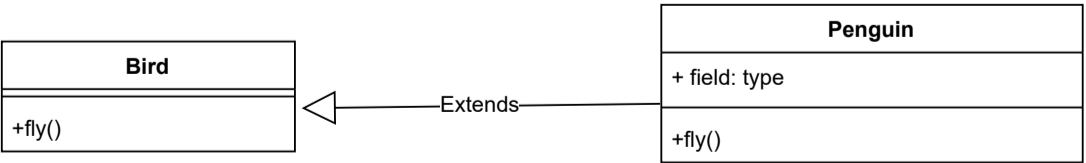


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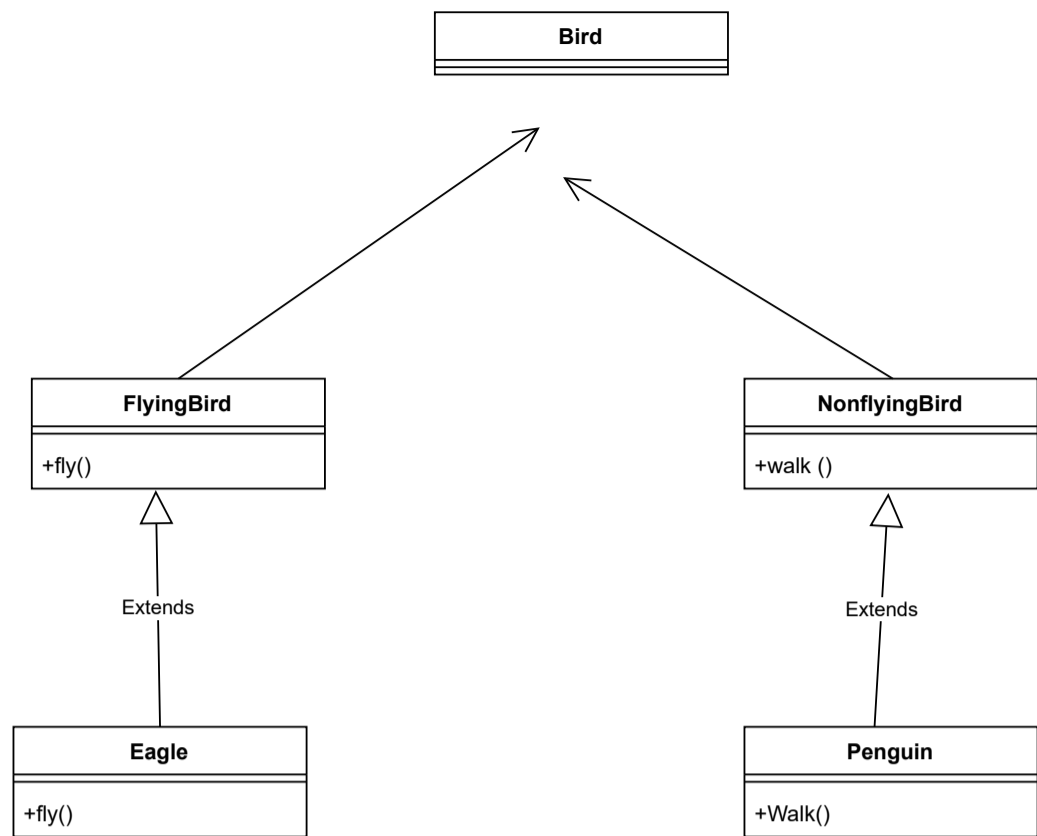


LSP(liskov substitution principle)

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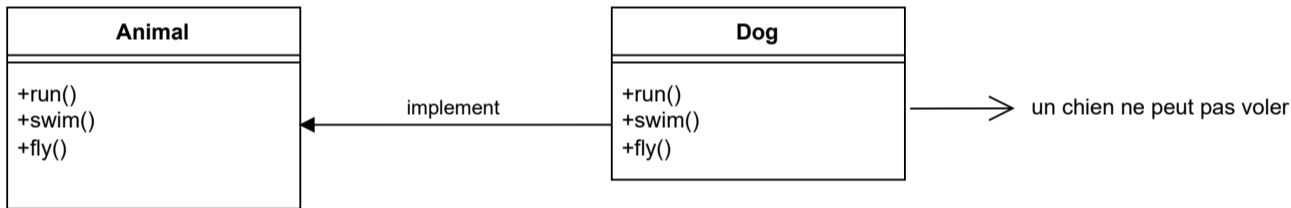


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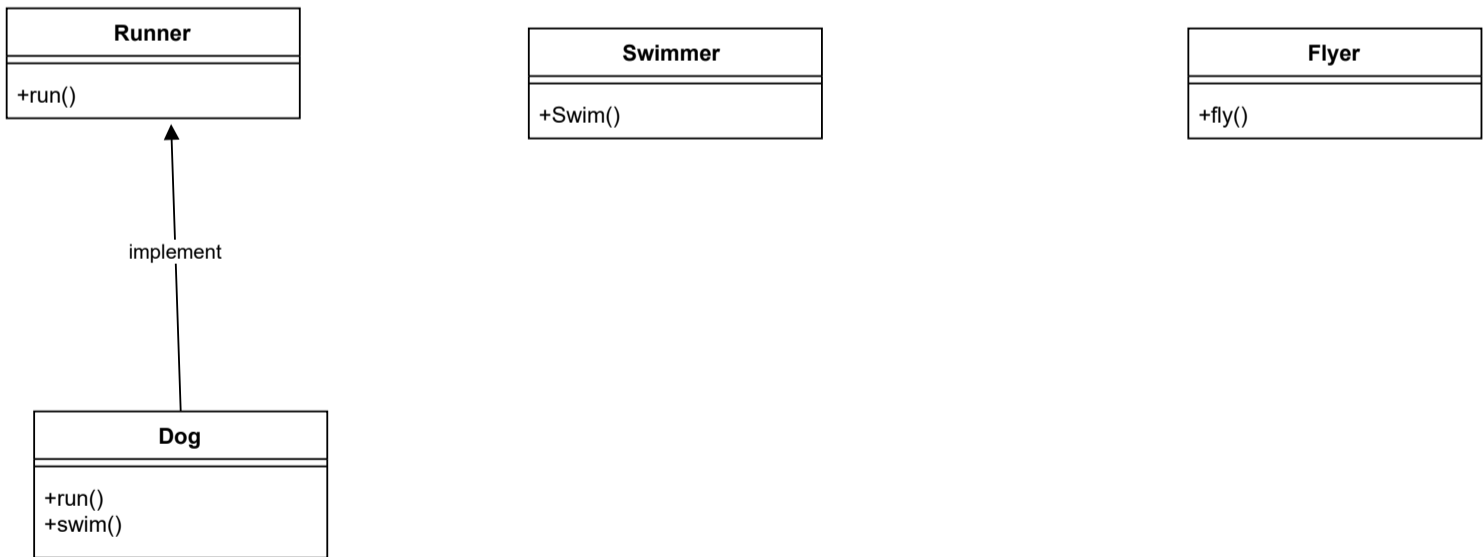


ISP(interface segregation principle)

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DIP(dependancy inversion principle)

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