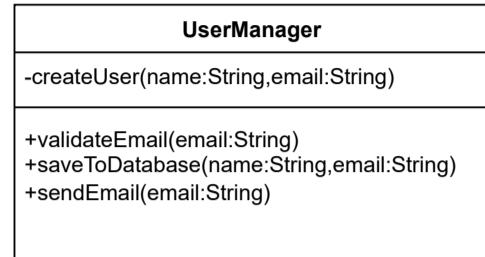


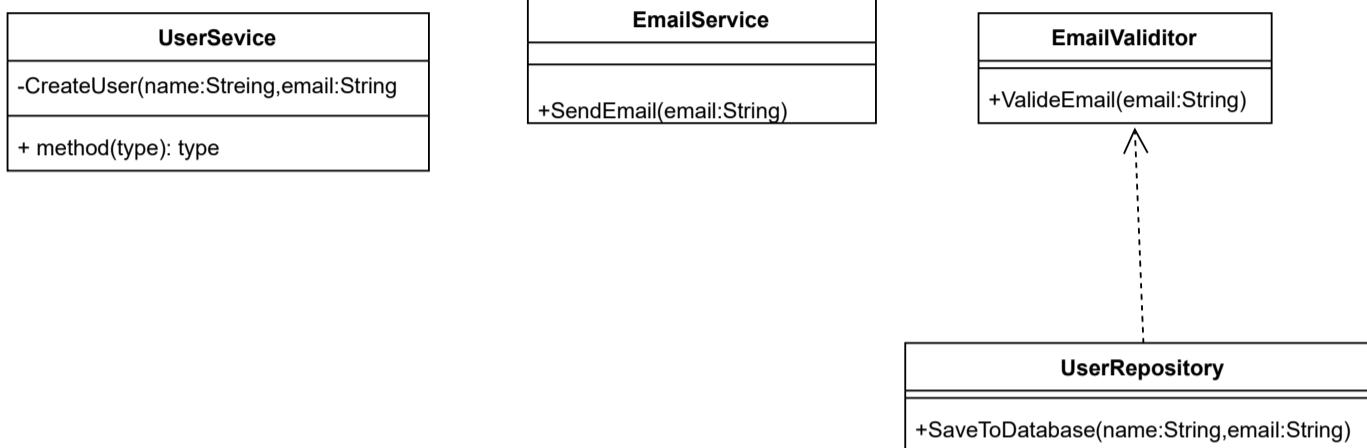
## DIAGRAMMES UML- PRINCIPES SOLIDES

SRP(single responsibility principle)

avant\_refactoring



après \_refactoring

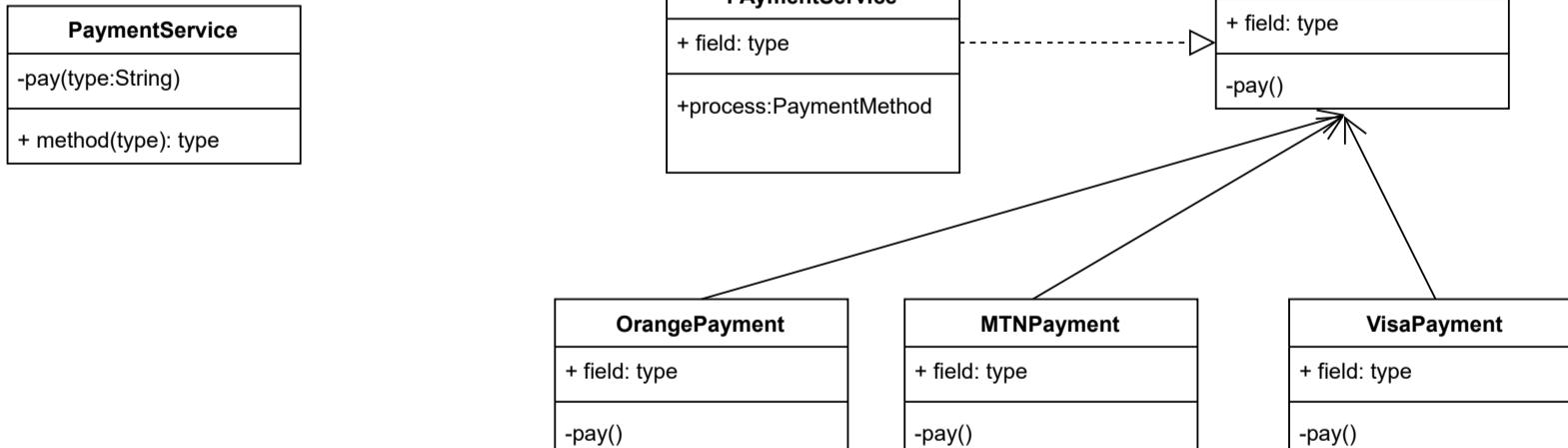


Use

OCP(open/close principle)

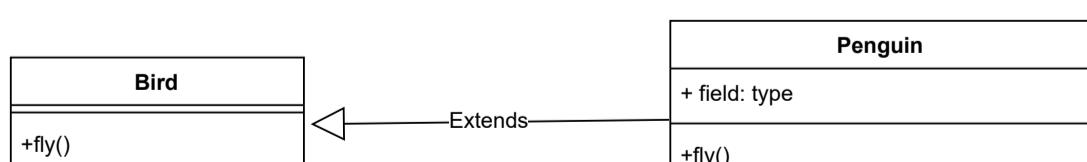
avant\_refactoring

après \_refactoring

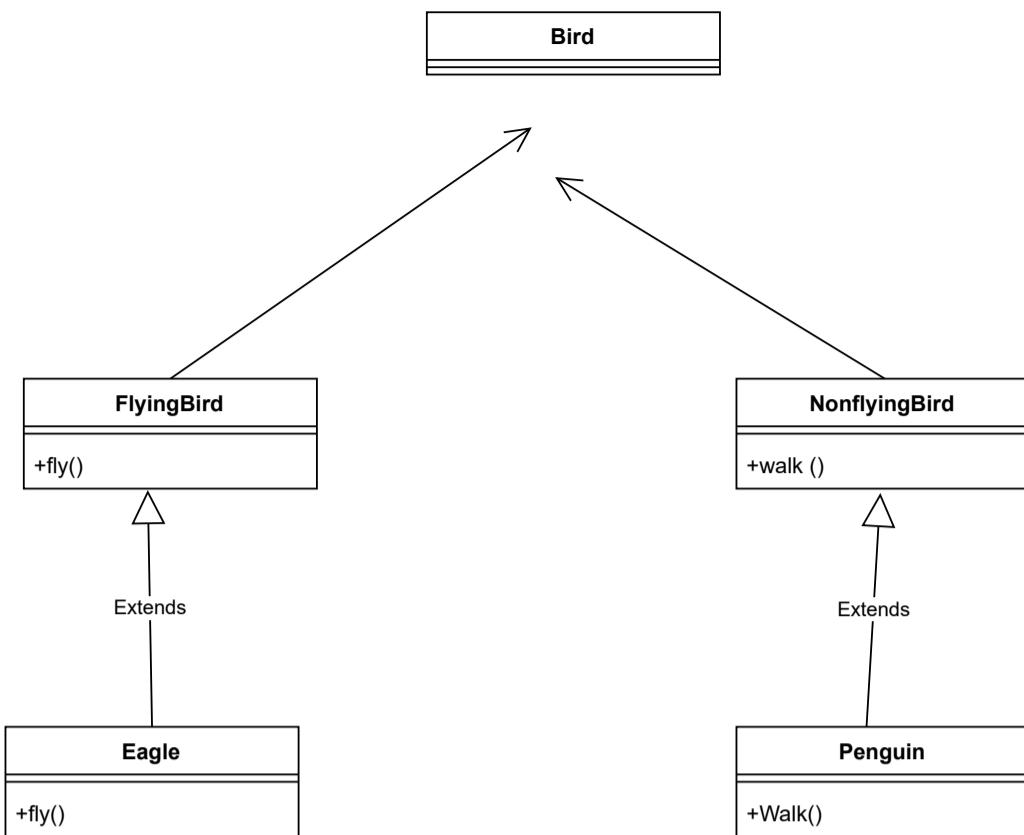


LSP(liskov substitution principle)

avant\_refactoring

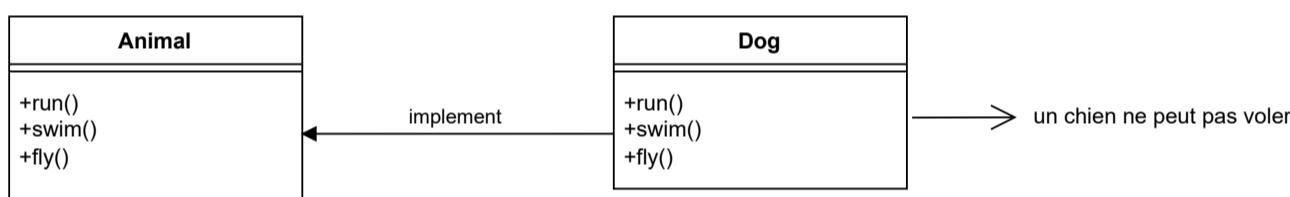


apres\_refactoring

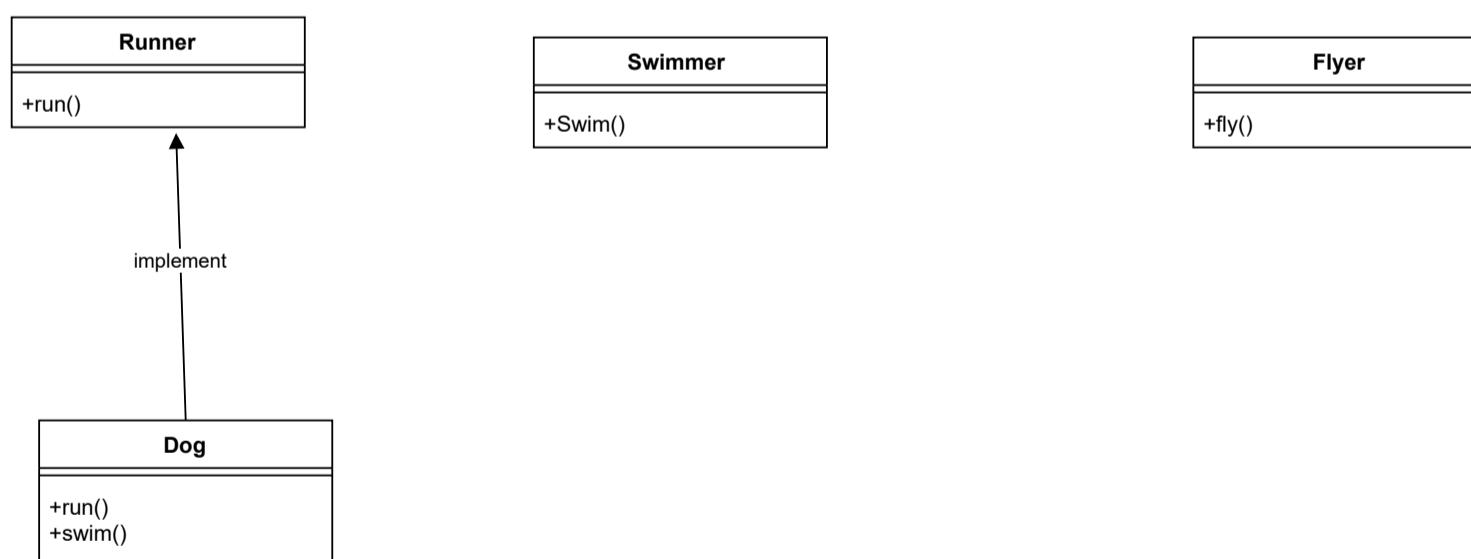


### ISP(interface segregation principle)

avant\_refactoring

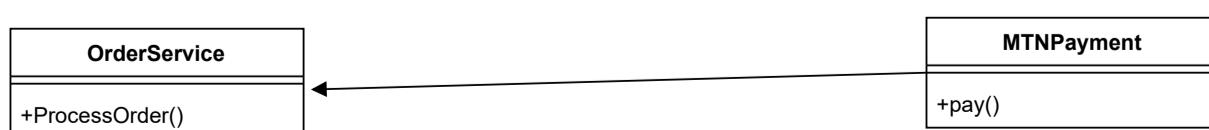


après\_refactoring



### DIP(dependancy inversion principle)

avant\_refactoring



après \_refactoring

