Design Principle

1. Single Responsibility Principle:

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| # | Related modules | Description | Improvement |
| 1.1. | Place Order |  |  |

1. Open/Close Principle:

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| # | Related modules | Description | Improvement |
| 2.1. | Place Order | If I want to extend the method to calculate the shipping fee, I have to modify the method calculateShippingFee() | In entity media, add attribute price for each media, the price is calculated due to the weight of media |

1. Liskov Substitution Principle:

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| # | Related modules | Description | Improvement |
| 3.1. | Place Order |  |  |

1. Interface Segregation Principle:

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| # | Related modules | Description | Improvement |
| 4.1. | Place Rush Order | Initially I split the order into Rush Order and Normal Order, but when construct the program, I don’t use 2 object | Remove Rush order and Normal Order |

1. Dependency Inversion Principle:

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| # | Related modules | Description | Improvement |
| 5.1. | Place Order |  |  |