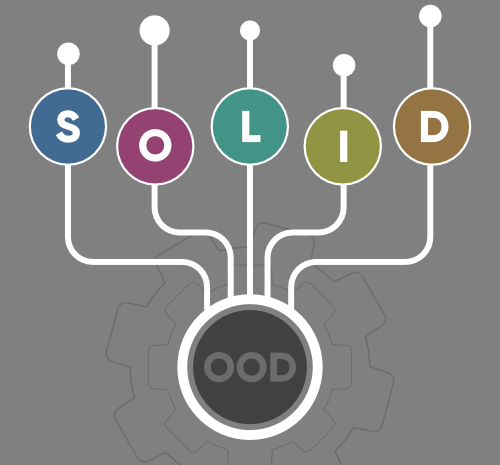
 The SOLID principle was introduced by ***Robert C. Martin***, also known as *Uncle Bob* and it is a coding standard in programming. This principle is an acronym of the five principles which is given below…

1. Single Responsibility Principle (SRP)
2. Open/Closed Principle
3. Liskov’s Substitution Principle (LSP)
4. Interface Segregation Principle (ISP)
5. Dependency Inversion Principle (DIP)



The SOLID principle helps in reducing tight coupling. Tight coupling means a group of classes are highly dependent on one another which you should avoid in your code. Opposite of tight coupling is loose coupling and your code is considered as a good code when it has loosely-coupled classes. Loosely coupled classes minimize changes in your code, helps in making code more reusable, maintainable, flexible and stable. Now let’s discuss one by one these principles…