

S.O.L.I.D

principles

Single-responsibility principle

«A class should have one and only one reason to change, therefore the class has only one job.»

Open-closed principle

«You should be able to extend a classes behavior, without modifying it.»

Liskov substitution principle

«Derived classes must be substitutable for their base classes.»

Interface segregation principle

«A client should never be forced ton implement interfaces / methods it doesn't use.»

Dependency Inversion Principle

«High level modules should not depend upon low level modules. Both should depend upon abstractions .»

« Abstractions should not depend upon details. Details should depend upon abstractions .»