

SOLID

- [Single responsibility principle](#)
 - A software entity should have a single responsibility.
- [Open–closed principle](#)
 - Software entities should be open for extension but closed for modification.
- [Liskov substitution principle](#)
 - Objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program.
- [Interface segregation principle](#)
 - Many client-specific interfaces are better than one general-purpose interface.
- [Dependency inversion principle](#)
 - One should depend on the interface, not on the implementation.