S SINGLE RESPONSIBILITY
O OPEN - CLOSED
L LISKOV SUBSTITUTION
I INTERFACE SEGREGATION
D DEPENDENCY INVERSION

bouvet

...a summary in illustrations

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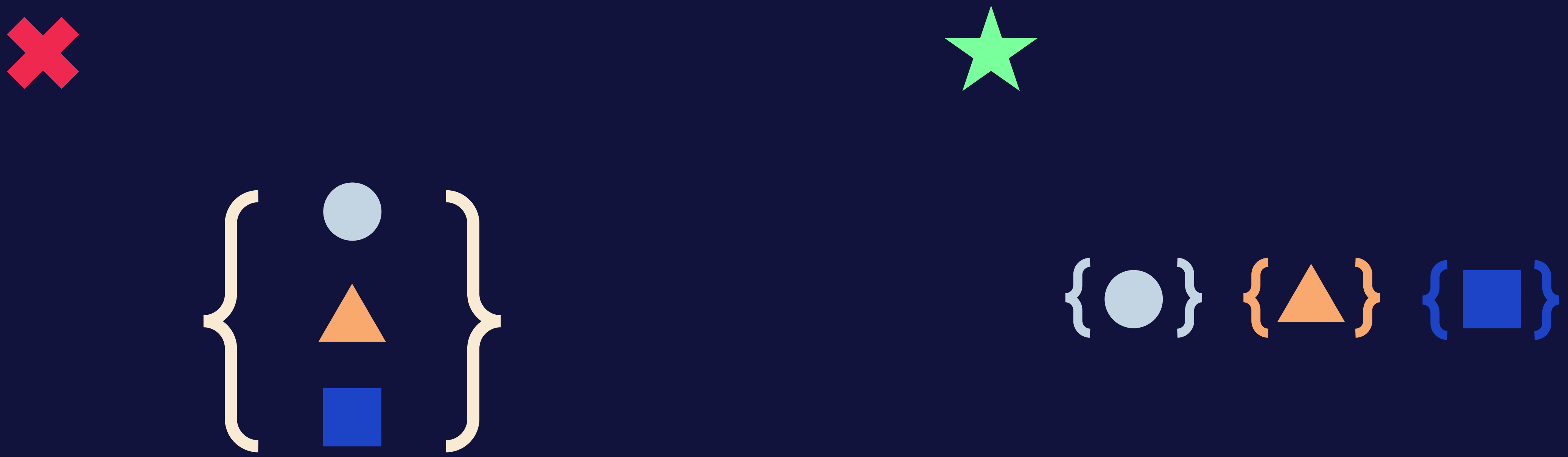
SOLID

Single responsibility principle

> every entity should have only ONE responsibility



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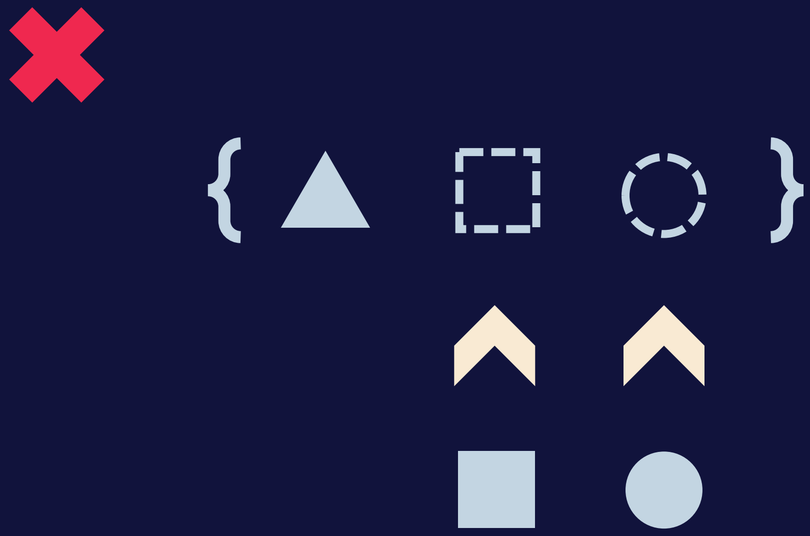
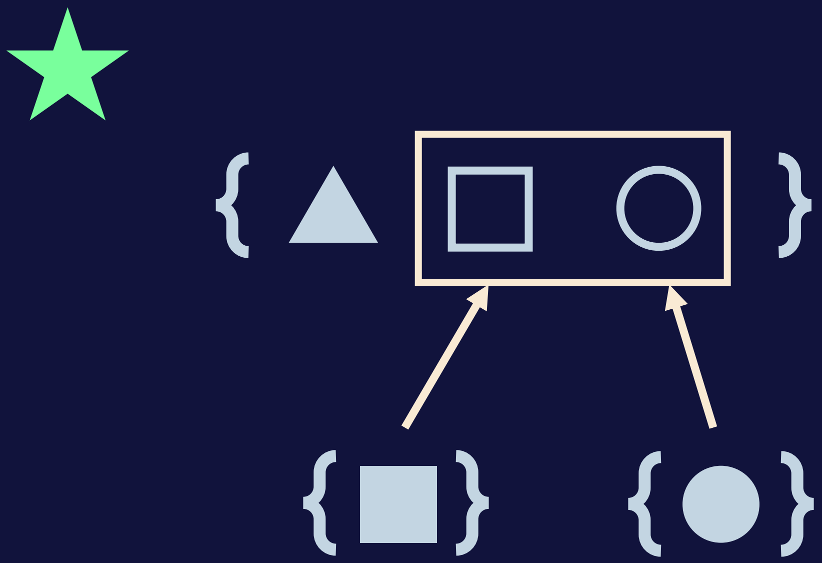
Open – closed principle

> entities should be open for extension - closed for modification





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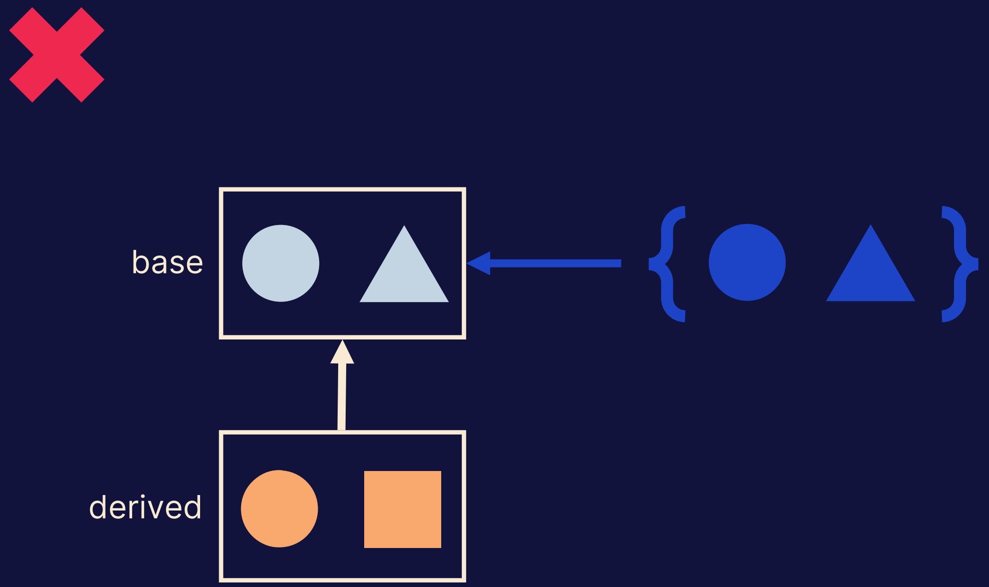
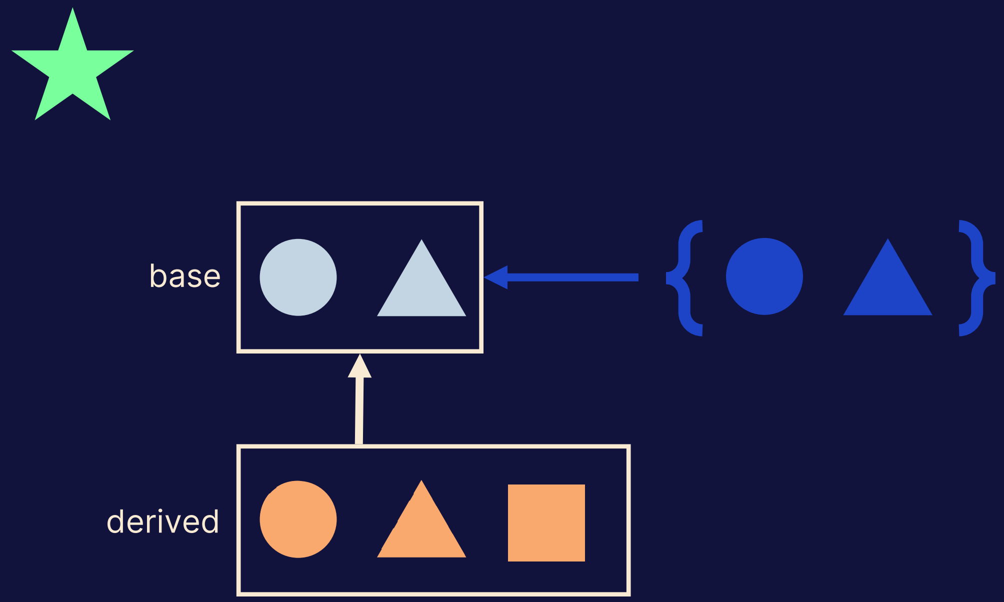
Liskov substitution principle

> entities should be able to use inherited classes as well as its base classes

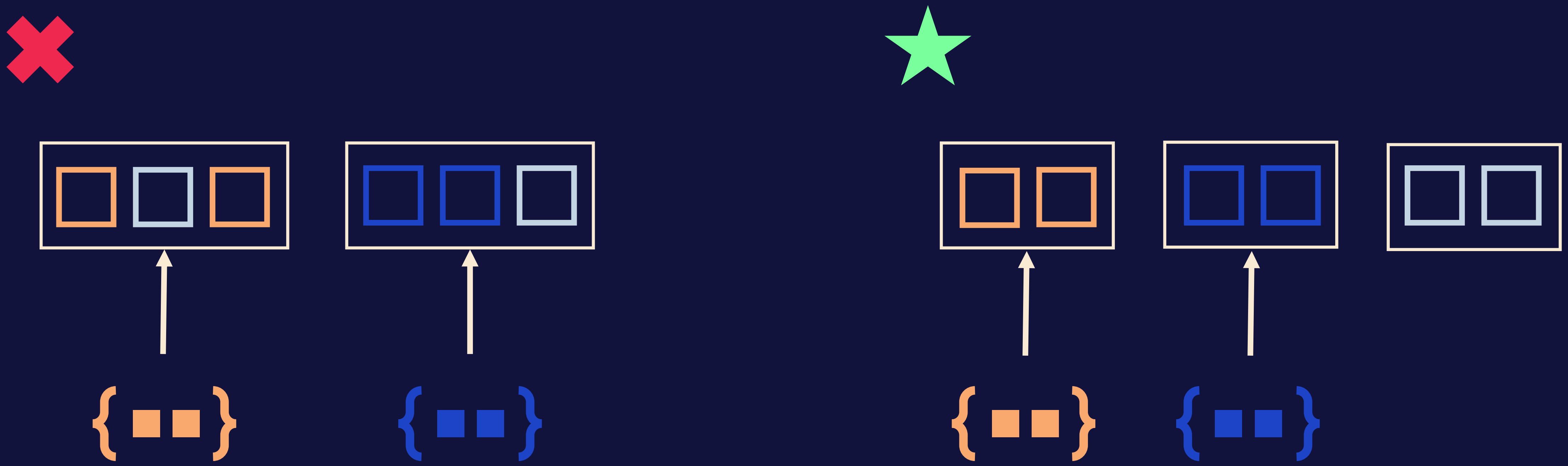




S O L I D

Interface segregation principle

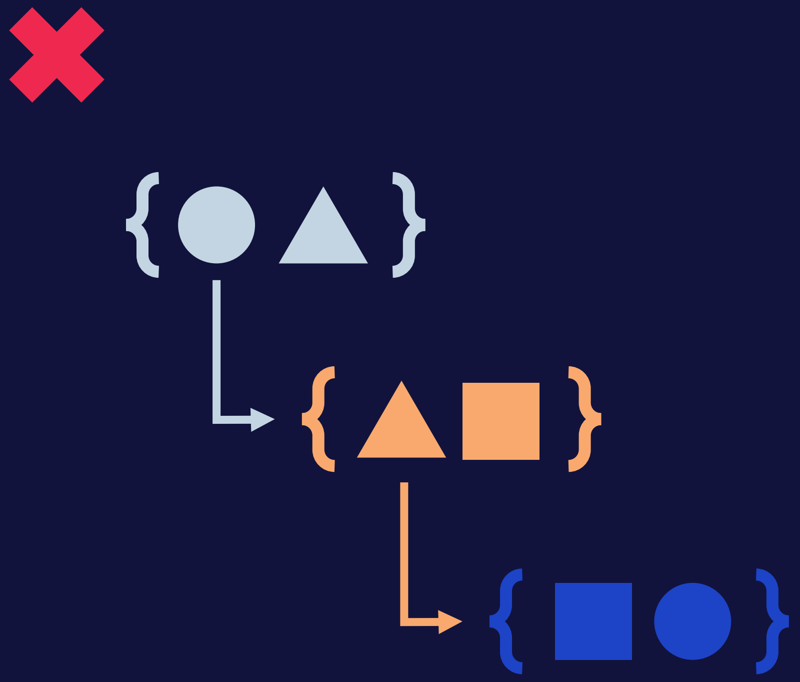
> clients should not be forced to depend upon interfaces that it does not use

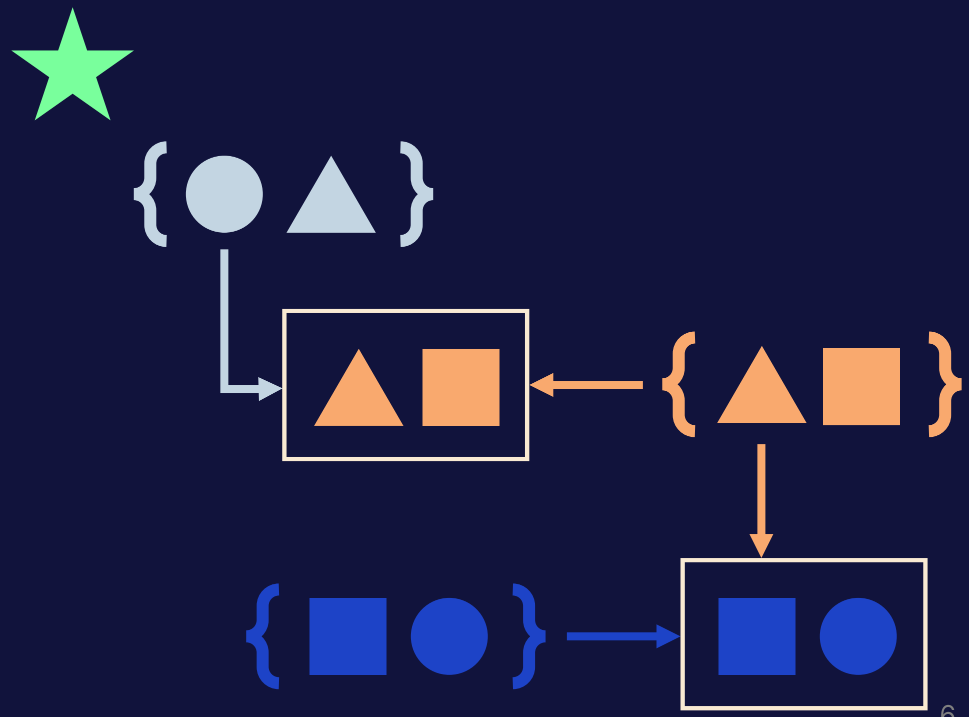


S O L I D

Dependency inversion principle

> ”depend on abstractions. Do not depend on concretions” – Robert C. Martin





Thanks

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