Question 1. SOLID and Version control [6 MARKS]

Part (a) [2 MARKS] State the full names of the SOLID principles.

S Single Responsibility Principle

O Open/Closed Principle

L Liskov Substitution Principle

I Interface Segregation Principle

D Dependency Inversion Principle

Part (b) [2 MARKS] Briefly explain the "I" principle of SOLID.

Solution:
"Make fine grained interfaces that are client specific."

Above is the short version from the slides and needs to be further explained for completeness; to elaborate, from the client perspective, we don't want to be forced to import methods we don't need — we should be able to only depend on the specific methods we need. Furthermore, we don't want to be required to implement methods that