



LSP(Liskov Substitution Principle)???OOP?????????, ??????????????????. LSP?????????????:

1. If for each object  $o_1$  of type  $S$  there is an object  $o_2$  of type  $T$  such that for all programs  $P$  defined in terms of  $T$ , the behavior of  $P$  is unchanged when  $o_1$  is substituted for  $o_2$  then  $S$  is a subtype of  $T$ .  
 ??????????S???o1, ?????T???o2, ???T???????p?????o1????o2?, ??P?????????, ???S????T????.
2. Functions that use pointers or references to base classes must be able to use objects of derived classes without knowing it.  
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