**Recall Quiz - Day20**

1. Why are the design principles considered unique??
2. **They are characteristic of well-constructed programs**
3. They are robust
4. All of the mentioned
5. None of the mentioned

2. Which among these is the primary goal for software engineering design?

1. To specify the structure of program satisfying software product specification
2. To specify the behaviour of program satisfying software product specification
3. **All of the mentioned**
4. None of the mentioned

3. Which of the below is a correct Principle from SOLID ?

1. High Cohesion
2. Low Coupling
3. **Dependency Inversion**
4. Polymorphism

4. Identify the correct principle for the definition, Derived classes must be substitutable for their base classes ?

1. High Cohesion
2. Interface Segregation Principle
3. Dependency Inversion Principle
4. **Leskov Substitution Principle**

5. Choose the correct principle for the definition, Program to an interface, not to an implementation ?

1. Information Expert
2. Creator
3. **Dependency Inversion Principle**
4. Indirection