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Quiz: Construction

Question 1

1/1 point (graded)

In the context of Readability, is code that exhibits individual style considered a goal or an anti-pattern? Why?

- ☐ goal, because coding is creative and should allow individual expression
- ☐ goal, because without individual style you cannot tell who wrote which parts of a code base, which is problematic for teams
- ☐ anti-pattern, because individual style makes others rely on reading implementation instead of documentation
- ☒ anti-pattern, because individual style makes code harder for others to understand and modify ✓

Submit

You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 2

1/1 point (graded)



What kind of static analysis is provided by linters that is not provided by compilers?

- ☐ linters only provide syntactic warnings
- ☐ linters only provide semantic warnings
- ☐ linters only provide code style warnings
- ☒ linters provide both semantic and code style warnings ✓

Submit

You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 3

1/1 point (graded)

Which step in software development acts as a bottle-neck to a fully automated process?

- ☐ Getting dependencies
- ☒ Changing code ✓
- ☐ Running tests
- ☐ Building a system
- ☐ Deploying a system

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You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 4

1/1 point (graded)

Why is it that code smells are sometimes present in production code?

Please select all that apply.

- ☒ because refactoring everything is neither recommended nor possible
- ☐ because refactoring requires a code review, which is not usually performed before release
- ☒ because refactoring happens after code is tested, and typically after code is released
- ☒ because refactoring right before a release is unrealistic and not necessarily a good idea because of deadlines
- ☐ because refactoring can change system behaviour, which is not ideal before a release



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You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 5

1/1 point (graded)

Why do we not refactor every code smell?

Please select all that apply.

- ☒ because we want to make sure the smell warrants refactoring
- ☐ because we don't want to make unnecessary semantic changes
- ☒ because we don't want to make unnecessary structural changes
- ☐ because we want to avoid shotgun surgery
- ☒ because we want to follow the Rule of Threes



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You have used 1 of 2 attempts

✓ Correct (1/1 point)

Question 6

1/1 point (graded)

Which of the following are examples of the Bloaters code smell category?

Please select all that apply.

- ☒ long methods
- ☐ shotgun surgery
- ☐ duplicate code
- ☐ refused bequest
- ☐ speculative generality
- ☒ large classes

☒ long parameter lists☐ dead code☐ switch statements☐ divergent changes

Submit

You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 7

1/1 point (graded)

Which of the following are examples of the Change Preventers code smell category?

Please select all that apply.

☐ long methods☒ shotgun surgery☐ duplicate code☐ refused bequest☐ speculative generality☐ large classes☐ long parameter lists

☐ dead code☐ switch statements☒ divergent changes

You have used 1 of 1 attempt

✓ Correct (1/1 point)

Question 8

0/1 point (graded)

Which of the following are examples of the Dispensables code smell category?

Please select all that apply.

☐ long methods☐ shotgun surgery☒ duplicate code ✓☐ refused bequest☒ speculative generality ✓☐ large classes☐ long parameter lists☒ dead code ✓

☐ switch statements☒ divergent changes

Submit

You have used 1 of 1 attempt

i Answers are displayed within the problem

Question 9

1/1 point (graded)

When refactoring on a team project, which of the following steps are absolutely necessary?

☐ only refactoring code that you wrote yourself☐ only begin refactoring if you can complete it in one sitting, otherwise you will lose track of changes☐ making sure tests are failing for the code you want to refactor☒ making sure tests are passing for the code you want to refactor ✓☐ committing your refactoring changes to the team's repository even if tests are still failing

Submit

You have used 1 of 1 attempt

↕ Correct (1/1 point)

