## SD: Creating Evolutionary Design and Architecture: Part IV

Total points 10/10

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Email * emmauyentrinh@gmail.com	
✓ Part of design decisions should involve: *	2/2
cost of development	<b>✓</b>
cost of maintenance	<b>✓</b>
popularity of libraries	
the coolness factor of libraries	
<ul> <li>Consider reversibility when it comes to using external libraries to minimize maintenance risk.</li> </ul>	*2/2
yes	<b>~</b>
O no	
<ul> <li>Extensive use of libraries and frameworks is a sign of good design. *</li> </ul>	2/2
yes, certainly	
o not really	<b>~</b>
✓ For the data format of what we receive, it's better to be *	2/2
general	<b>✓</b>
specific	

✓ Parsimony is a practice where we try to keep things minimal. *	2/2
yes	<b>✓</b>
O no	

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