

SD: Design Principles: Part V

Total points 10/10

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✓ Dependencies should be only on a interface and never on a class. * 2/2

☐ yes

☒ no



✓ To design well, the designers would collectively need: * 2/2

☒ knowledge of the domain



☒ good software skills



☐ excellent ability to flawlessly predict the future

☐ strong mathematical skills

✓ If we design a class for extensibility, the class will never have to change for any requirements change. *2/2

☐ yes

☒ no



✓ Closure is not complete, it's ____ . *

2/2

- ☐ tactical
- ☒ strategic
- ☐ static
- ☐ complementary



✓ If a class has public fields, no class that depends on it can be closed. *

2/2

- ☒ yes
- ☐ no



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