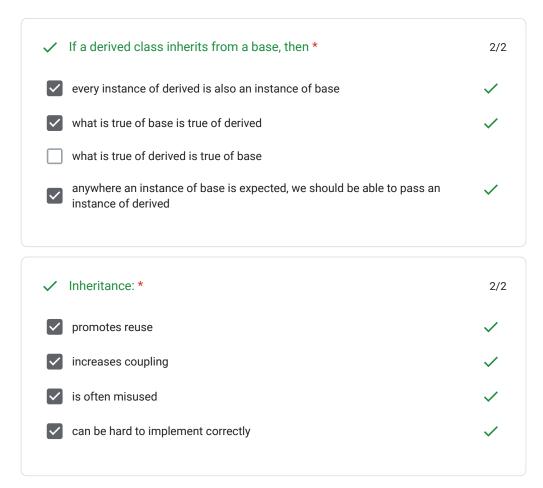
SD: Design Principles: Part VI

Total points 10/10

| Email * | |
|---|----------|
| emmauyentrinh@gmail.com | |
| | |
| | |
| The LSP principle directly addresses issues with * | 2/2 |
| | |
| abstraction | |
| encapsulation | |
| inheritance | ✓ |
| polymorphism | |
| | |
| | |
| The LSP principle applies only to compile time checks and not runtime | *2/2 |
| verifications. | |
| | |
| ○ yes | |
| o no | ✓ |
| | |
| | |
| ✓ When overriding a method, we need to ensure that we preserve the — the other discrete. — the other discre | *2/2 |
| advertised: | |
| ode quality | |
| requirements and promises | ./ |
| | • |
| requirements and polymorphism | |
| promises and polymorphism | |
| | |



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