

# SD: Design Principles: Part I

Total points 10/10

Email \*

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✓ Good design \*

2/2

- ☐ can be created in one sitting
- ☒ has to evolve

✓

✓ To create a good design we have to: \*

2/2

- ☒ constantly evaluate the quality
- ☒ evolve it
- ☒ be conscious of our design activities
- ☐ just get it working

✓

✓

✓

✓ Inheritance \_\_\_ coupling. \*

2/2

- ☐ lowers
- ☒ increases
- ☐ unrelated
- ☐ delegates to

✓

✓ Depending on an interface instead of a class can lead to loose coupling. \* 2/2

- ☒ true
- ☐ false

✓



✓ Design for \_\_\_ cohesion and \_\_\_ coupling. \*

2/2

☒ high and low



☐ low and low

☐ high and high

☐ low and high

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