

## SD: Design Principles: Part II

Total points 10/10

Email \*

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✓ The ability to reuse is inversely proportional to \_\_\_\_ . \*

2/2

- ☒ coupling
- ☐ cohesion
- ☐ inversion
- ☐ inheritance



✓ Fragility is proportional to \_\_\_\_ and inversely proportional to \_\_\_\_ . \*

2/2

- ☐ cohesion and coupling
- ☒ coupling and cohesion
- ☐ cohesion and classes
- ☐ coupling and delegation



✓ In design, out-going dependencies lead to \_\_\_\_ . \*

2/2

- ☐ bugs
- ☐ rigidity
- ☒ fragility
- ☐ friction



✓ In design, in-coming dependencies lead to \_\_\_\_.\*

2/2

- ☐ bugs
- ☒ rigidity
- ☐ fragility
- ☐ friction



✓ In design, tight coupling makes reuse \*

2/2

- ☒ hard
- ☐ easy



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