SD: Design Principles: Part XII

Total points 10/10

Email *

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✓ An example of a package with A equals 0 and I equals 1 is: *   2/2

- ☐ package of interfaces
- ☐ utility library
- ☑ UI library   ✓
- ☐ not practical to exist

✓ An example of a package with A equals 1 and I equals 1 is: *   2/2

- ☐ package of interfaces
- ☐ utility library
- ☐ UI library
- ☑ not practical to exist   ✓

✓ An example of a package with A equals 1 and I equals 0 is: *   2/2

- ☑ package of interfaces   ✓
- ☐ utility library
- ☐ UI library
- ☐ not practical to exist

✓ For a good design, the overall average D' is generally: *   2/2

- ⦿ close to 0.0   ✓
- ○ close to 0.5
- ○ close to 0.75
- ○ close to 1.0

✓ An example of a package with A equals 0 and I equals 0 is: *   2/2

- ☐ package of interfaces
- ☑ utility library   ✓
- ☐ UI library
- ☐ not practical to exist

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