SD: Design Principles: Part X

Total points 10/10

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✓ Dependencies between components should not form ___ . *   2/2

○ aggregation

○ association

◉ cycles   ✓

○ circles

✓ While moving classes to remove cycles, keep an eye to ensure you're not   *2/2
lowering the ___ of the packages.

○ coupling

◉ cohesion   ✓

○ number of classes

○ number of interfaces

✓ If there are cycles, then releasing components in small increments   *2/2
becomes:

○ easy

◉ hard   ✓

✓ Cyclic dependency may exist between two packages even if there are no cycles in dependencies between individual members (classes) of the packages. *2/2

- ⦿ yes ✓
- ○ no

✓ Cycles in dependencies can result in * 2/2

- ☑ unstable code ✓
- ☑ higher cost of maintenance ✓
- ☐ more extensible code
- ☑ changes rippling through ✓

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