

SD: Thinking about Abstraction

Total points 10/10

Email *

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✓ Creation of an abstraction should be influenced by *

2/2



usage



domain



context



application



✓ An abstraction closely should resemble it's real-world object, in all applications where it's used.

*2/2



true



false



✓ Information we model should be *

2/2



relevant



cool



complex



complicated

✓ We use ___ not just in programming, but in everyday life * 2/2

☒ abstraction ✓

☐ polymorphism

☐ inheritance from a base class

☐ derived classes

✓ Object should be used to represent only tangible things * 2/2

☐ yes

☒ no ✓

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