SD: Effective Encapsulation: Part II

Total points   10/10

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✓ Encapsulation helps us to standardize an interface and vary the ___ . *   2/2

○ inheritance

◉ implementation   ✓

○ polymorphism

○ abstract base class

✓ Good encapsulation should ensure objects never land in an invalid state *   2/2

◉ yes   ✓

○ no

✓ The constructors and methods of a class, along with encapsulation, help: * 2/2

☑ preserve invariants   ✓

☑ ensure valid state transitions   ✓

☐ throughly secure the data

☑ ease the use of the abstraction   ✓

✓ Making all fields private is a sufficient for encapsulation? *   2/2

○ true

◉ false   ✓

✓ A good encapsulation should expose the ___ and hide the ___ . *   2/2

◉ interface and implementation   ✓

○ implementation and interface

○ interface and inheritance

○ implementation and inheritance

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