

DWA_07.4 Knowledge Check_DWA7

1. Which were the three best abstractions, and why?

Creating objects as abstraction - so that it will be much easier to read or maintain.

Creating functions as abstraction - to organize the code in a pure easier functionality.

Creating comments - like JSDoc comments to give a lot of more information regarding the code.

2. Which were the three worst abstractions, and why?

Importants code - Abstractions code to hide the important parts of your code.

Abstraction that is far more difficult to understand, complex and harder to read or to maintain.

Importing and exporting code - Exporting and importing code to make it more maintainable.

The wrong abstraction can and will become far more complex and harder to read or maintain than a code duplication, over time.

3. How can The three worst abstractions be improved via SOLID principles.

Functional Programming - Organize the code in pure functions with clearly defined tasks.

Procedural programming - Writing sequences of execution steps or tasks from "top to bottom" code executions.

Object-Oriented Programming - Organize data and code in a logical in objects way.

A Set of design guidelines that help you create clean, modular, and reusable code.
