

DWA_07.4 Knowledge Check_DWA7

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

- L172 in DWA_06 , I created a handler function for the theme , this makes this code accessible from anywhere and it can be reused .
- L214,there is *updatedResults()* function being called inside another function ,This was for code readability .
- L213 ,another function that was defined somewhere being called here enhancing code maintainability .

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

- Creating single variables for the Html Elements
- L314 ,the handler was long even though i had done it to show abstraction
- L358 , The function was a handler but i didn't manage to break it even further down

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

- I could have created an object to access all the elements .
- L314 ,the loop should have been in another function .
- L 358 , the conditional statements should have been in another function .
