

# DWA\_07.4 Knowledge Check\_DWA7

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

- a. I created a createBookButtons function that is responsible for creating the button elements that the book information is displayed on. This was a good abstraction because the function is used three times for the appendBooks, showMoreAction and search functions so I don't have to copy the code if I can just call one function again.
- b. I created an object for all my DOM elements and used dot notation to fetch them. This makes it easier to keep track of the elements that I am using and allows me to give them descriptive names.
- c. I created a separate file for all the functions used in my event handlers, this makes my code more readable because when the functions and event listeners were in the same file, the code was long and messy, whereas now you can change the functions in one file without affecting the event handlers and DOM interaction.

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

- a. Keeping an object that is used in only one function and using destructuring to fetch its values and use them in the function. This was a bad abstraction because it was pointless and all it did was add unnecessary lines of code and make the file bigger and harder to read.
- b. Creating a very long search function, this was a bad abstraction because the code is long and quite difficult to read. I should create individual functions for the search and the search result output.
- c.

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

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