SD: Design Principles: Part IV

Total points 10/10

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✓ A poor design may be *

2/2

☑ fragile ✓

☑ unpredictable ✓

☑ rigid ✓

☐ well tested

✓ A good software module must be ___ for extension, but ___ for modification.

*2/2

◯ capable and closed

⦿ open and closed ✓

◯ open and capable

◯ capable and capable

✓ To extend, it'd be much easier to: * 2/2

◯ change existing code

⦿ add a new module of code ✓

✓ A good design is ___ , it will bounce back up from change. * 2/2

◯ responsive

◯ repetitive

⦿ resilient ✓

◯ recursive

✓ To make code extensible, rely on * 2/2

☑ interfaces ✓

☑ polymorphism ✓

☐ high coupling

☑ high cohesion ✓

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