

# SD: Design Principles: Part XI

Total points 10/10

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✓ If more classes depend on your class than it depending on other classes, \*2/2  
then the class will be more

☒ rigid☐ stable☐ unstable☐ extensible

✓ The more dependency, the more unstable the code is. \*

2/2

☒ yes☐ no

✓ The dependency should run in the direction of \_\_\_\_ . \*

2/2

- ☐ super class
- ☐ subclasses
- ☒ stability
- ☐ scalability



✓ Dependencies running into a class (instead of an interface) result in \_\_\_\_ \*2/2  
instead of stability.

- ☐ robustness
- ☒ rigidity
- ☐ resiliency
- ☐ reversibility



✓ If an abstraction has no reason to change, we say it is \_\_\_\_ , but if it can't change, we say it is \_\_\_\_ . \*2/2

- ☒ stable and rigid
- ☐ rigid and stable
- ☐ superclass and subclass
- ☐ stable and scalable



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