

# SD: Design Principles: Part II

Total points 10/10

Email \*

dinhhoangphuong1209@gmail.com

✓ Fragility is proportional to \_\_\_ and inversely proportional to \_\_\_. \*

2/2

- ☐ cohesion and coupling
- ☒ coupling and cohesion
- ☐ cohesion and classes
- ☐ coupling and delegation



✓ The ability to reuse is inversely proportional to \_\_\_. \*

2/2

- ☒ coupling
- ☐ cohesion
- ☐ inversion
- ☐ inheritance



✓ In design, tight coupling makes reuse \*

2/2

☒ hard



☐ easy

✓ In design, in-coming dependencies lead to \_\_\_\_.\*

2/2

☐ bugs

☒ rigidity



☐ fragility

☐ friction

✓ In design, out-going dependencies lead to \_\_\_\_.\*

2/2

☐ bugs

☐ rigidity

☒ fragility



☐ friction

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