

# SD: Creating Evolutionary Design and Architecture: Part I

Total points 10/10

Email \*

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✓ The initial architecture we create should be \*

2/2

- ☐ treated as an edict
- ☒ treated as a suggestion



✓ Details like component responsibilities, their interactions, and interfaces are: \*2/2

- ☒ Architectural concerns
- ☐ Design concerns



✓ Committing to an architecture in the beginning of a project is: \* 2/2

- ☐ very important
- ☐ logical
- ☒ a high risk
- ☐ most sensible act



✓ Details like class interactions, method parameter are: \* 2/2

- ☐ Architectural concerns
- ☒ Design concerns



✓ A good architect: \* 2/2

- ☐ is solely responsible to deliver architecture
- ☒ is a good mentor
- ☒ involves the team to create the architecture
- ☐ makes all the architectural decisions



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