

# SD: Design Principles: Part VI

Total points 10/10

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✓ If a derived class inherits from a base, then \*

2/2

- ☒ every instance of derived is also an instance of base ✓
- ☒ what is true of base is true of derived ✓
- ☐ what is true of derived is true of base
- ☒ anywhere an instance of base is expected, we should be able to pass an instance of derived ✓

✓ Inheritance: \*

2/2

- ☒ promotes reuse ✓
- ☒ increases coupling ✓
- ☒ is often misused ✓
- ☒ can be hard to implement correctly ✓



✓ The LSP principle applies only to compile time checks and not runtime verifications. \*2/2

☐ yes

☒ no



✓ When overriding a method, we need to ensure that we preserve the advertised: \*2/2

☐ code quality

☒ requirements and promises

☐ requirements and polymorphism

☐ promises and polymorphism



✓ The LSP principle directly addresses issues with 2/2

☐ abstraction

☐ encapsulation

☒ inheritance

☐ polymorphism



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