

# SD: Design Principles: Part XII

Total points 10/10

Email \*

dinhhoangphuong1209@gmail.com

✓ An example of a package with A equals 0 and I equals 1 is: \* 2/2

- ☐ package of interfaces
- ☐ utility library
- ☒ UI library
- ☐ not practical to exist



✓ An example of a package with A equals 1 and I equals 0 is: \* 2/2

- ☒ package of interfaces
- ☐ utility library
- ☐ UI library
- ☐ not practical to exist



✓ An example of a package with A equals 0 and I equals 0 is: \*

2/2

- ☐ package of interfaces
- ☒ utility library
- ☐ UI library
- ☐ not practical to exist



✓ An example of a package with A equals 1 and I equals 1 is: \*

2/2

- ☐ package of interfaces
- ☐ utility library
- ☐ UI library
- ☒ not practical to exist



✓ For a good design, the overall average D' is generally: \*

2/2

- ☒ close to 0.0
- ☐ close to 0.5
- ☐ close to 0.75
- ☐ close to 1.0



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