

SD: Thinking about Abstraction

Total points 1000

Email *

dinhoangphuong1209@gmail.com

✓ Creation of an abstraction should be influenced by *

- ☒ usage
- ☒ domain
- ☒ context
- ☒ application

✓ Information we model should be *

- ☒ relevant
- ☐ cool
- ☐ complex
- ☐ complicated



✓ An abstraction closely should resemble it's real-world object, in all applications where it's used.

☐ true

☒ false

✓ We use ___ not just in programming, but in everyday life *

☒ abstraction

☐ polymorphism

☐ inheritance from a base class

☐ derived classes

✓ Object should be used to represent only tangible things *

☐ yes

☒ no

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