SD: Design Principles: Part I

Total points 10/10

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✓ Design for ___ cohesion and ___ coupling. *   2/2

◉ high and low   ✓

○ low and low

○ high and high

○ low and high

✓ Inheritance ___ coupling. *   2/2

○ lowers

◉ increases   ✓

○ unrelated

○ delegates to

✓ **Good design ***   2/2

○ can be created in one sitting

◉ has to evolve   ✓

✓ **To create a good design we have to: ***   2/2

☑ constantly evaluate the quality   ✓

☑ evolve it   ✓

☑ be conscious of our design activities   ✓

☐ just get it working

✓ **Depending on an interface instead of a class can lead to loose coupling. *** 2/2

◉ true   ✓

○ false

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