SOLID

Total points 9/10

Theory test for SOLID relative python.

✓ **What does the "S" in SOLID stand for? ***   1/1

○ Simple

◉ Single Responsibility   ✓

○ Stable

○ Solidity

✕ **Which SOLID principle states that a class should have only one reason to** *0/1
change?

○ Single Responsibility Principle

◉ Open-Closed Principle   ✕

○ Liskov Substitution Principle

○ Interface Segregation Principle

Correct answer

◉ Single Responsibility Principle

✓   Which SOLID principle states that a class should be open for extension   *1/1
but closed for modification?

⊙ Interface Segregation Principle

⊙ Single Responsibility Principle

⦿ Open-Closed Principle   ✓

⊙ Dependency Inversion Principle

✓   Which SOLID principle states that subclasses should be substitutable for   *1/1
their base classes?

⊙ Interface Segregation Principle

⊙ Dependency Inversion Principle

⦿ Liskov Substitution Principle   ✓

⊙ Single Responsibility Principle

✓   Which SOLID principle states that a class should depend on abstractions,   *1/1
not on concretions?

⦿ Dependency Inversion Principle   ✓

⊙ Open-Closed Principle

⊙ Liskov Substitution Principle

⊙ Single Responsibility Principle

✓ Which SOLID principle states that clients should not be forced to depend *1/1
on methods they do not use?

◉ Interface Segregation Principle   ✓

○ Single Responsibility Principle

○ Open-Closed Principle

○ Liskov Substitution Principle

✓ Which SOLID principle states that a method should do one thing and do it *1/1
well?

○ Open-Closed Principle

◉ Single Responsibility Principle   ✓

○ Liskov Substitution Principle

○ Dependency Inversion Principle

✓ Which SOLID principle states that high-level modules should not depend *1/1
on low-level?

◉ Dependency Inversion Principle   ✓

○ Interface Segregation Principle

○ Open-Closed Principle

○ Liskov Substitution Principle

✓ Which SOLID principle states that software entities should be open for extension but closed for modification? *1/1

○ Single Responsibility Principle

○ Interface Segregation Principle

⦿ Open-Closed Principle ✓

○ Liskov Substitution Principle

✓ Which SOLID principle states that a class should implement only the methods that it needs? *1/1

⦿ Interface Segregation Principle ✓

○ Single Responsibility Principle

○ Open-Closed Principle

○ Liskov Substitution Principle

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