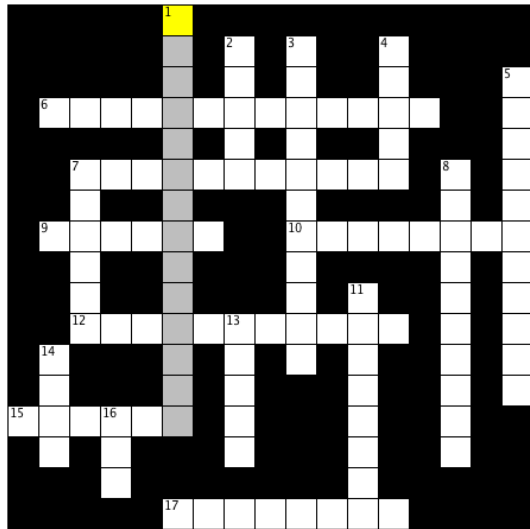# Software Development 3 - Crossword on "Designing Classes"
(see Chapter 6 in "Objects First" by Kölling & Barnes)

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Also see http://cse.taylor.edu/~sbrandle/bluej/ch7/ch7.html

Across

6. Proper _____ in classes reduces coupling, and thus leads to better design.

7. A _____ programmer is responsible for fixing and enhancing existing programs.

9. _____ methods (or class methods) that are needed in Java to be able to invoke the method without an instance of the object; having the class is enough.

10. ____ coupling is a situation where one class depends on internal information of another, but this dependence is not immediately obvious.

12. Code ____ (having the same segment of code in an application more than once) is a sign of bad design and should be avoided.

15. In a ____ cohesive system each unit of code is responsible for a well defined task or entity; good class design exhibits this property.

17. The term ___ described the interconnectedness of classes.

Down

1. ___ -driven design is the process of designing classes by assigning well-defined responsibilities to each class.

2. Taking a class from one project and putting it into another project is an example of code ____.

3. The degree to which code can be understood when looking through it.

4. ___ coupling in a system is a system where each class is largely independent and communicates with other classes via a small, well defined interface.

5. ___ is the activity of restructuring an exciting design to maintain a good class design when the application is modified or extended.

7. A cohesive ___ is responsible for one and only one well-defined task.

8. One of the main goals of a good class design is that of ___ change: making changes to one class should have minimal effects on other classes.

11. The expression ___ describes how well a unit of code maps to a logical task or entity.

13. A cohesive ___ represents one well-defined entity.

14. To start a Java application, the user specifies the class that should be started, and the Java system will then invoke a method called ___ in that class.

16. The encapsulation guideline (hiding implementation information from view) suggests that only information about what a class can do should be visible to the outside, not ___ it does it.