# DWA\_07.4 Knowledge Check\_DWA7

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1. Which were the three best abstractions, and why?

* Elements: Abstracting properties into the ‘elements’ object provides a clear structure for the code making it easier to access the containing elements.
* Import: Important the properties using constants like ‘BOOKS\_PER\_PAGE’, ‘genres’, ‘authors’ and ‘books’ separate’s the codes into different files, making it easier to handle rather searching throughout a single file which contains too much of code which would be difficult for finding properties.
* Theme: Abstracting the colour properties into a separate object makes it easy for future updates or adding additional properties without having to change any of the other code.

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2. Which were the three worst abstractions, and why?

* Set Values: If these values need to change in the future, it will be difficult to find and update them.
* Function Names: Some function names are inconsistent.
* Error Handling: Unclear error handling messages, make it difficult for debugging and finding the source of the problem.

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3. How can The three worst abstractions be improved via SOLID principles.

* Set Values: Implement the open closed principle so that existing values can be changed in the future without having to edit additional code.
* Function Names: Adhere to consistent naming functions.
* Error Handling: Implement the single responsibility principle so error handlers sole source is to handle errors.

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