Your grade: 100%

Your latest: **100%** • Your highest: **100%** • To pass you need at least 70%. We keep your highest score.

Next item →

1. Which of the following best describes software architecture?   1 / 1 point

   ○ It captures implementation details.

   ○ It is intended for the developers only.

   ○ The choice of technology stack drives the software architecture.

   ⦿ It serves as a blueprint for the developers.

   ⊘ **Correct**
   Correct! The software architecture serves as a blueprint for the software system that programmers use to develop interacting components of the software.

2. Which of the following should be included in the software design document (SDD)?   1 / 1 point

   ○ Code

   ○ Test cases

   ⦿ Constraints and dependencies

   ○ Object definitions

   ⊘ **Correct**
   Correct! The SDD should contain assumptions, dependencies, constraints, requirements, objectives, and methodologies.

3. Components in a well-structured design should be _____.   1 / 1 point

   ○ tightly constrained

   ○ loosely cohesive

   ⦿ loosely coupled

   ○ tightly coupled

   ⊘ **Correct**
   Correct! Components in a well-structured design should be loosely coupled and tightly cohesive.

4. Which of the following is an advantage of using UML diagrams when designing software architecture?   1 / 1 point

   ○ They help plan out structures and behaviors in advance of coding.

   ○ They help facilitate communication among team members.

   ○ They help developers navigate source code.

   ⦿ All of the above

   ⊘ **Correct**
   Correct! Using UML diagrams helps developers to navigate source code, facilitate communication between team members, and help plan structures and behaviors in advance of coding.

5. What is the blueprint of an object called?   1 / 1 point

   ○ An instance

   ⦿ A class

   ○ A property

   ○ A method

   ⊘ **Correct**
   Correct! A class is a generic version of an object that describes what an object can do and the data it can contain.