W03 Team Activity: Designer

Due Jan 26 at 8:59am   **Points** 10   **Questions** 5

Available until Feb 9 at 8:59am   **Time Limit** None   **Allowed Attempts** 3

Instructions

- **Purpose:** Work with your team to design your program.
- **Task:** Meet with your team and follow the instructions for the **Encapsulation Design Activity (https://byui-cse.github.io/cse210-ww-course-2023/week03/design.html)** .

Submission

- Each person should **individually** take this quiz to evaluate the design that you created.

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│   **Take the Quiz Again**   │
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Attempt History

	Attempt	**Time**	**Score**
KEPT	**Attempt 2**	2 minutes	2 out of 10
LATEST	**Attempt 2**	2 minutes	2 out of 10
	Attempt 1	5 minutes	4 out of 10

ⓘ Correct answers are hidden.

Score for this attempt: **2** out of 10

Submitted Feb 6 at 4:34am

This attempt took 2 minutes.

Incorrect	**Question 1**	**0 / 2 pts**

You could consider creating a `Hider` class that has the responsibility for hiding the words in the scripture. What would be drawbacks of creating a `Hider` class instead of leaving that responsibility to the Scripture and Word classes?
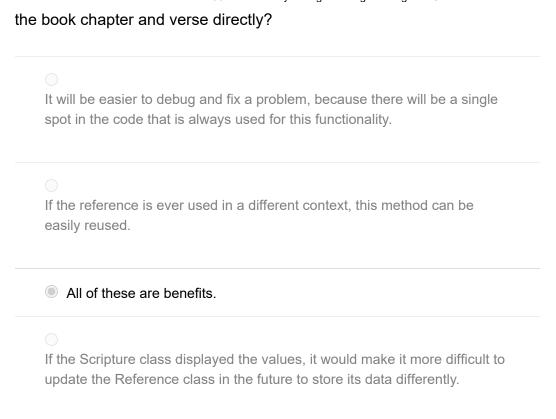
○ There are not really any drawbacks. It is simply not necessary.

○

A Hider class would introduce an additional set of methods that would have
to be accounted for.

○

A Hider class would need to know the details of the other classes to make
them hidden.

◉

Adding a separate Hider class would cause significant overhead and cause
the program to run more slowly.

Incorrect

Question 2   0 / 2 pts

Which other methods should be called by
the `Scripture` class's `HideRandomWords` method to help do its work? (Select
all that apply.)

☑ The GetDisplayText() method on the Word objects.

☐ The Word class constructor.

☑ The Hide() method on the Word objects.

☐ The GetDisplayText() method on the Scripture object.

Question 3   2 / 2 pts

What is a benefit of the `Reference` class containing its
own `GetDisplayText` method, instead of having the Scripture class display

the book chapter and verse directly?

○ It will be easier to debug and fix a problem, because there will be a single spot in the code that is always used for this functionality.

○ If the reference is ever used in a different context, this method can be easily reused.

◉ All of these are benefits.

○ If the Scripture class displayed the values, it would make it more difficult to update the Reference class in the future to store its data differently.

Incorrect

Question 4   0 / 2 pts

What is a benefit of the `Scripture` containing a list of `Word` objects instead of a list of strings?

○ It allows the Word objects to encapsulate any functionality related to words.

○ It allows the Word objects to be combined as text instead of being displayed directly to the console.

◉ It allows the Scripture class to iterate through the entire text of the scripture more easily.

○ It allows the Scripture to contain the Reference as well.

Incorrect

Question 5   0 / 2 pts

What is a benefit of passing the string containing the text of the verse to the `Scripture` constructor rather than passing it a List of `Word` objects?

○ It simplifies the logic in the Scripture class constructor.

○ It puts all of the logic around how the scripture works internally inside the Scripture class.

◉ All of these are benefits.

○ It simplifies the logic of the Word class constructor.

Quiz Score: **2** out of 10