

Course > Constr... > Quiz > Quiz: C...

### **Quiz: Construction**

#### Question 1

1/1 point (graded)

In the context of Readability, is code that exhibits individual style considered a goal or an anti-pattern? Why?

- ogoal, because coding is creative and should allow individual expression
- goal, because without individual style you cannot tell who wrote which parts of a code base, which is problematic for teams
- anti-pattern, because individual style makes others rely on reading implementation instead of documentation
- anti-pattern, because individual style makes code harder for others to understand and modify

Submit

You have used 1 of 1 attempt

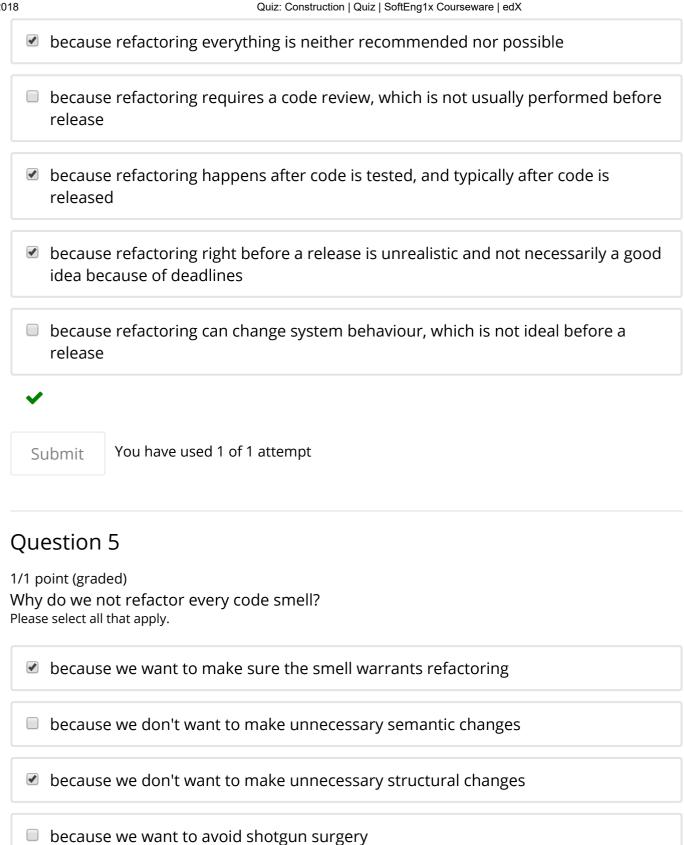
#### Question 2

1/1 point (graded)

What kind of static analysis is provided by linters that is not provided by compilers?

linters only provide syntactic warnings

<ul> <li>linters only provide code style warnings</li> <li>linters provide both semantic and code style warnings ✓</li> <li>Submit You have used 1 of 1 attempt</li> <li>Question 3</li> <li>1/1 point (graded)</li> <li>Which step in software development acts as a bottle-neck to a fully automated proc</li> <li>Getting dependencies</li> </ul>	
Submit  You have used 1 of 1 attempt  Question 3  1/1 point (graded)  Which step in software development acts as a bottle-neck to a fully automated proc	
Question 3  1/1 point (graded)  Which step in software development acts as a bottle-neck to a fully automated proc	
1/1 point (graded) Which step in software development acts as a bottle-neck to a fully automated proc	
Getting dependencies	ess?
Running tests	
Building a system	
Deploying a system	
Submit You have used 1 of 1 attempt	
Question 4	
1/1 point (graded) Why is it that code smells are sometimes present in production code?	



because we want to follow the Rule of Threes

Submit

You have used 1 of 2 attempts

# Question 6

1/1 point (graded)

Which of the following are examples of the Bloaters code smell category? Please select all that apply.

✓ long methods
shotgun surgery
duplicate code
refused bequest
speculative generality
✓ large classes
✓ long parameter lists
dead code
switch statements
divergent changes
✓
Submit You have used 1 of 1 attempt

### Question 7

1/1 point (graded)

Which of the following are examples of the Change Preventers code smell category? Please select all that apply.

long methods
duplicate code
refused bequest
speculative generality
large classes
long parameter lists
dead code
switch statements
divergent changes
Submit You have used 1 of 1 attempt

# Question 8

0/1 point (graded)

Which of the following are examples of the Dispensables code smell category? Please select all that apply.

✓ long methods
□ shotgun surgery
duplicate code
refused bequest
speculative generality
□ large classes
long parameter lists
dead code
switch statements
divergent changes
Submit You have used 1 of 1 attempt
Question 9  0/1 point (graded) When refactoring on a team project, which of the following steps are absolutely necessary?  only refactoring code that you wrote yourself

• ma	king sure tests are failing for the code you want to refactor 🗙
o ma	king sure tests are passing for the code you want to refactor
o cor	nmiting your refactoring changes to the team's repository even if tests are still ing

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