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## 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?

- ☐ goal, 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 ✓

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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



- ☐ linters only provide semantic warnings
- ☐ linters only provide code style warnings
- ☒ linters provide both semantic and code style warnings ✓

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 process?

- ☐ Getting dependencies
- ☒ Changing code ✓
- ☐ Running tests
- ☐ Building a system
- ☐ Deploying a system

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?

Please select all that apply.

- ☒ because refactoring everything is neither recommended nor possible
- ☐ because refactoring requires a code review, which is not usually performed before release
- ☒ because refactoring happens after code is tested, and typically after code is released
- ☒ because refactoring right before a release is unrealistic and not necessarily a good idea because of deadlines
- ☐ because refactoring can change system behaviour, which is not ideal before a release



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## Question 5

1/1 point (graded)

Why do we not refactor every code smell?

Please select all that apply.

- ☒ because we want to make sure the smell warrants refactoring
- ☐ because we don't want to make unnecessary semantic changes
- ☒ because we don't want to make unnecessary structural changes
- ☐ because we want to avoid shotgun surgery
- ☒ because we want to follow the Rule of Threes



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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

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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

☒ shotgun surgery

☐ duplicate code

☐ refused bequest

☐ speculative generality

☐ large classes

☐ long parameter lists

☐ dead code

☐ switch statements

☒ divergent changes



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## 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

You have used 1 of 1 attempt

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## 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

- ☐ only begin refactoring if you can complete it in one sitting, otherwise you will lose track of changes
- ☒ making sure tests are failing for the code you want to refactor ✖
- ☐ making sure tests are passing for the code you want to refactor
- ☐ committing your refactoring changes to the team's repository even if tests are still failing

You have used 1 of 1 attempt

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