CS 130– University of California, Los Angeles

NAME: _____

UCLA ID: _____

	1	2	3	Total
MAX	**1**	**2**	**2**	**5**

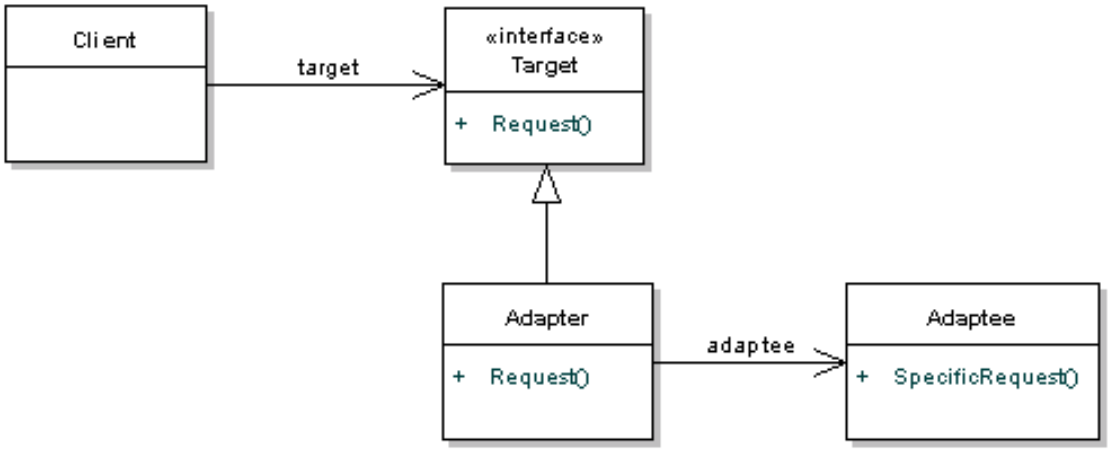
Quiz taking instructions. If you are unsure of the meaning of a specific test question, then write down your assumptions and proceed to answer the question on that basis. If you see a typo or syntax error, fix it, and circle it.

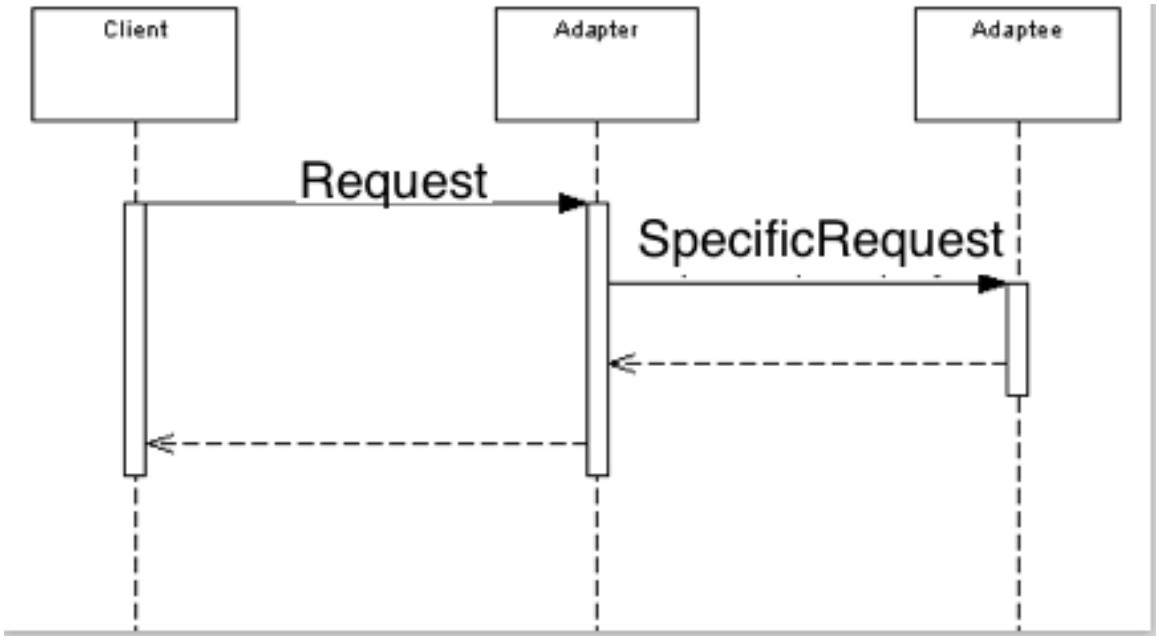
This quiz is for 10 minutes.

1. [1pt] Please state whether each statement about Parnas' information hiding principle is true or false.

- By following the information hiding principle, you can reduce the number of inter module dependencies (i.e. dependences between modules) in your program. (TRUE/**FALSE**)
- To assess the changeability of your software design, you need to anticipate likely evolution scenarios first. (**TRUE**/FALSE)
- Modularization can improve software maintainability. (**TRUE**/ FALSE)
- Information hiding is about using getters and setters methods in Java (e.g., "getItem()" or "setItem (Item e)"). (TRUE/**FALSE**)
- Information hiding recommends setting a private modifier for fields in each class (TRUE/**FALSE**)

2. [4pt] Please write code interpreting the following UML class and sequence diagram.






```
class Client {
        private Target target= new Adapter();
        public void noName() {
                target.Request();
        }
}
```

```
interface Target {
        public void Request();
}
class Adapter implements Target {
        Adaptee adaptee= new Adaptee();
        public void Request () {
                adaptee.SpecificRequest();
        }
}
class Adaptee{
        public void SpecificRequest() {
                // do something here
        }
}
```