Object-oriented design concepts

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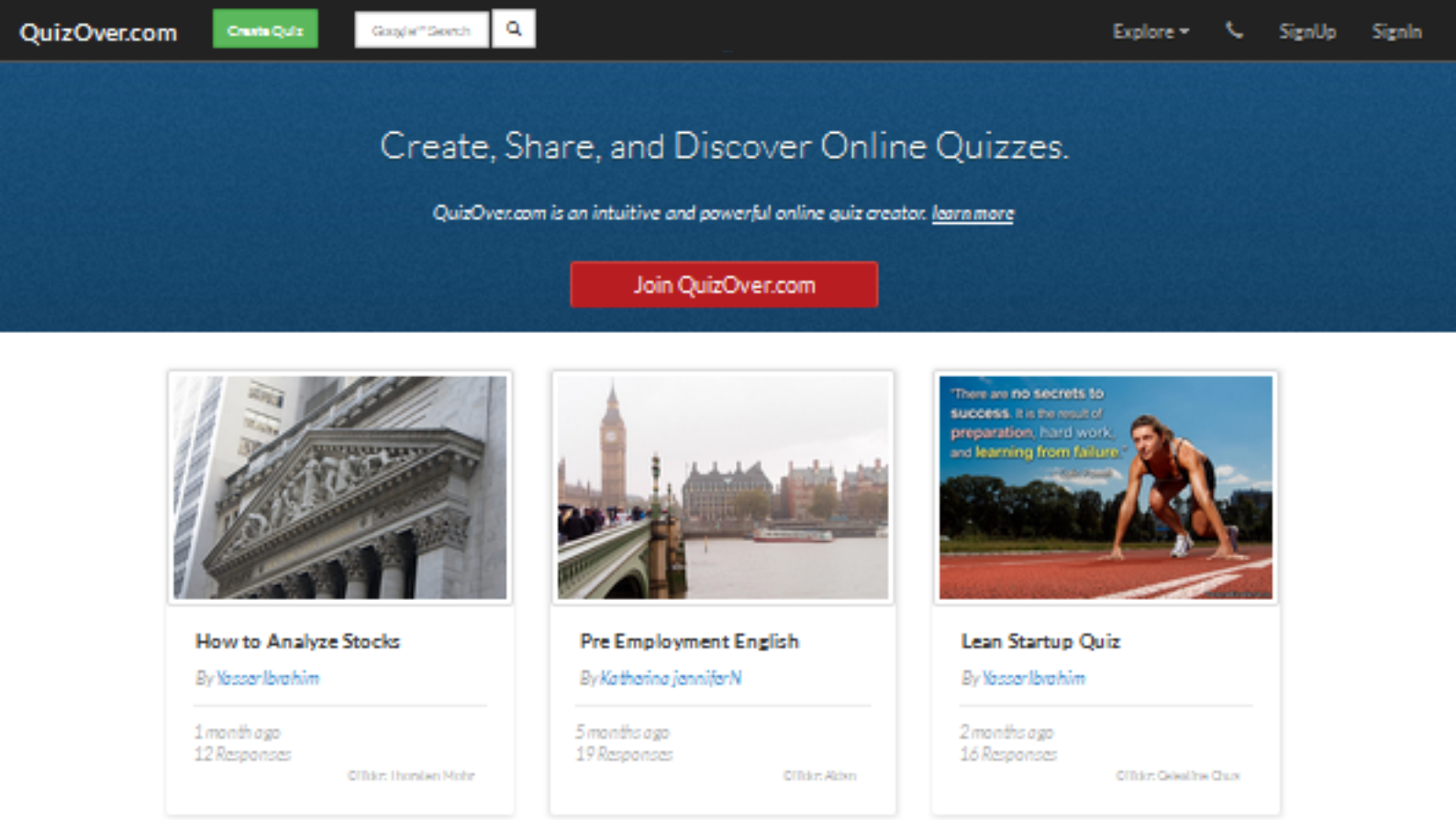

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4. Chapter: Object-oriented design concepts

1. Object-oriented design concepts Questions

4.1.1. What does cohesion mean?

Author: Yasser Ibrahim

What does cohesion mean?

Please choose only one answer:

- cohesion is a measure of how the methods of a class or a module are meaningfully and strongly related and how focused they are in providing a well-defined purpose
- cohesion is a measure of how the attributes of a class or a module are hidden from other classes and resticly accessed through only public accessors
- cohesion is a measure of how a class or a module is dependent on another class or module
- cohesion is a measure of how the methods within a class are dependent on each other

4.1.2. What does encapsulation mean?

Author: JavaChamp Team

What does encapsulation mean?

Please choose all the answers that apply:

- Encapsulation is a measure of how a class or a module is dependent on another class or module
- Encapsulation means hiding the attributes of a class by marking them private and restrict accessing them through public methods
- Encapsulation means hiding the constructors of a class by marking them private and enable constructing objects through one public method
- Encapsulation means hiding the internal implementation and representation of an object and provide to the outer world only an interface of public methods to access the object

Check the answer of this question online at QuizOver.com:
Question: what does encapsulation mean?

Flashcards:
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4.1.3. What are the pros of a high cohesive class?

Author: JavaChamp Team

What are the pros of a high cohesive class?

Please choose all the answers that apply:

- you can read easily a high cohesive class and understand its purpose and role in the system
- testing and maintaining a high cohesive class will be easier
- subtypes of a high cohesive won't need to override most of the methods
- other classes, which use a high cohesive class,don't need to know the implementation details of this class
- small high cohesive classes can be reused by other modules without the need to overhead these modules with extra unrelated functions

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4.1.4. What are the pros of encapsulation?

Author: JavaChamp Team

What are the pros of encapsulation?

Please choose all the answers that apply:

- avoid code duplicity
- prevent any inappropriate modification of an object's attributes
- other classes, which use a well encapsulated class,won't need to know the implementation details of this class
- subtypes of a well-encapsulated class won't need to override most of the inherited methods
- modifications to the implementation of the class, won't affect how other classes use the class, as long the interface between them kept unchanged

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Question: what are the pros of encapsulation?

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4.1.5. What is true about coupling between classes?

Author: JavaChamp Team

What is true about coupling between classes?

Please choose all the answers that apply:

- coupling can be only found between a subtype and its super type
- coupling means how a method in a class can be affected and require modification due to a modification in another class
- coupling is the degree to which classes depend on each other
- coupling is the degree to which methods in the same class depend on each other

Check the answer of this question online at QuizOver.com:
Question: what does coupling mean?

Flashcards:
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4.1.6. Which of the following class inheritance scenarios describes polymo...

Author: JavaChamp Team

Which of the following class inheritance scenarios describes polymorphism in Java?

Please choose all the answers that apply:

- one class inherits from multiple parent classes
- one class implementing many interfaces
- multiple classes implementing one interface
- multiple classes inherit from single abstract parent class

Check the answer of this question online at QuizOver.com:
Question: java polymorphism

Flashcards:
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http://www.quizover.com/question/java-polymorphism?pdf=3044

4.1.7. You are writing a class which is responsible for withdrawing and de...

Author: JavaChamp Team

You are writing a class which is responsible for withdrawing and depositing into user's bank account. You marked some methods "public", which are the allowed actions the user can invoke. While marking the others along with the data members "private".

You also while writing the class made sure that this class will only focus on its main purpose (bank transactions) and not to include any irrelevant methods.

Which two design principles are you following?

Please choose all the answers that apply:

- Coupling
- Encapsulation
- Cohesion
- Polymorphism
- Abstraction
- Inheritance

Check the answer of this question online at QuizOver.com:
Question: class cohesion

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