YOUR NAME HERE

Homework 5: Software Design & Development Principles

For this homework, you will answer some questions about how you have applied software design and development principles in your work on the project.

1. The *single responsibility principle* (SRP) is a software design principle that says, “every class [component] should have a single responsibility, and that responsibility should be entirely encapsulated by the class [component]” [<http://en.wikipedia.org/wiki/Single_responsibility_principle>]. To put it another way, each software component should have only one reason to change.

How have you applied the SRP principle in your work on the project? Explain thoroughly and be specific.

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2. The *don’t repeat yourself* (DRY) principle is a software design/development principle that says, “Every piece of knowledge must have a single, unambiguous, authoritative representation within a system” [<http://en.wikipedia.org/wiki/Don%27t_Repeat_Yourself>]. For example, having multiple copies of the same code or text in separate places would violate the DRY principle.

How have you applied the DRY principle in your work on the project? Explain thoroughly and be specific.

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3. Name another software design and/or development principle (other than SRP and DRY) that has figured prominently in your work. Define the principle and cite a source (e.g., book, article, or webpage) that documents the principle.

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4. How have you applied the principle you gave for question #3 in your work on the project? Explain thoroughly and be specific.

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