FEE 232 TUTORIAL

A Multiple choices

1. If you want to plan project activities such as developing new functionalities or test cases, which of the following OOAD artifacts is the most useful?

(a) Sequence diagrams

(b) Use cases

(c)Domain model

(d) Package diagrams

2. Which of the following is iterative, incremental, use case driven and architecture centric?

(a) V-method

(b) UML

(c) Component Based Development

(d) RUP

3. What is true about UML stereotypes?

(a) A stereotype is used for extending the UML language.

(b) A stereotyped class must be abstract.

(c)The stereotype {frozen} indicates that the UML element cannot be changed.

(d) UML Profiles can be stereotyped for backward compatibility.

4. What can UML interfaces be used for?

(a) To provide concrete classes with the stereotype <<interface>>

(b) To program in Java and C++, but not in C#

(c) To define executable logic that can be reused in several classes

(d) to specify required services for types of objects

5. If you need to show the physical relationship between software components and the hardware in the delivered system, which diagram can you use?

(a) Component diagram

(b) Deployment diagram

(c) Class diagram

(d) Network diagram

6. What is true about a Sequence Diagram? [2 answers]

(a)It describes the behaviour in many Use Cases.

(b) It describes the behaviour in a single Use Case.

(c)It describes the behaviour of a single object.

(d)It describes the behaviour of several objects.

7. Which diagram is NOT commonly used for illustrating use cases?

(a) System sequence diagram

(b) Activity diagram

(c) Use case diagram

(d) Collaboration diagram

**B Short answer-** Answer each question with phrases.

7. Name the different types of Unified Modelling Language Diagrams and describe each one of them.

8 What makes software engineering different from problem solving in other engineering fields and sciences?

9. How does software engineer deal with complexity in large projects?

10. How do you use UML and Design Patterns in different phases of software development?

11. Explain the following concepts relating them with UML: Forward engineering, reverse engineering, proactive approach, reactive approach, Coupling and Cohesion

12. How do you use UML and Design Patterns in different phases of software development?

13. Describe the five phases of an object-oriented design process

14. Object-oriented Analysis (OOA), Design (OOD) and Programming (OOP) are related but distinct discuss by elaborating on the distinction between these three areas.