MONASH University

FIT2001 Systems development - November 2020

Started on	Wednesday, 20 January 2021, 7:22 PM
State	Finished
Completed on	Wednesday, 20 January 2021, 7:30 PM
Time taken	8 mins 1 sec
Grade	**4.00** out of 5.00 (**80**%)

Print friendly format

Question **1**

Correct

Mark 1.00 out of 1.00

An OPT sequence diagram frame:

Select one:

- is a portion of an interaction path that may be done ✔
- shows that the methods in the frame must be run in parallel
- shows alternative paths where one of the options will be done
- represents a repeating loop of functionality

Your answer is correct.

- The OPT frame stands for optional and is a portion of an interaction path that may be done. (correct answer)
- The ALT frame for alternative shows alternative paths where one of the options will be done
- The LOOP frame represents a repeating loop of functionality
- There is no particular frame used to show parallel functionality.

The correct answer is: is a portion of an interaction path that may be done

Question **2**

Correct

Mark 1.00 out of 1.00

Which of the following statements about 'cohesion' is true?

Select one:

Select one:

- Low cohesion helps improve reusability
- High cohesion often leads to loose coupling which will make the system very difficult to maintain
- Cohesion measures how strongly methods in a class are related to each other ✔
- Cohesion measures how frequently classes have to interact with each other

Your answer is correct.

- Cohesion measures the the unity of purpose of the methods within a class and the class itself - how strongly methods in a class are related to each other (correct answer).
- It has nothing to do with how classes interact with each other - that is coupling.
- While high cohesion does lead to low coupling - it makes the system easy (rather than very difficult) to maintain.
- Low cohesion increases the extent to which objects are dependent and can causes ripple-through effects, reducing the ability to reuse parts of the system

The correct answer is: Cohesion measures how strongly methods in a class are related to each other

Question **3**

Correct

Mark 1.00 out of 1.00

Select the right description for each of the following message types:

A Synchronous message ✔	is used when the sender waits for the receiver to process the message and return before carrying on with another mess
A Return message ✔	is used to indicate that the message receiver is done processing the message and is returning control over to the messa
An Asynchronous message ✔	is used when the message caller does not wait for the receiver to process the message and return before sending other

Your answer is correct.

The right description for each of the following message types is as follows:

- A Synchronous message - is used when the sender waits for the receiver to process the message and return before carrying on with another message
- An Asynchronous message - is used when the message caller does not wait for the receiver to process the message and return before sending other messages to other objects within the system
- A Return message - is used to indicate that the message receiver is done processing the message and is returning control over to the message caller

The correct answer is: A Synchronous message → is used when the sender waits for the receiver to process the message and return before carrying on with another message, A Return message → is used to indicate that the message receiver is done processing the message and is returning control over to the message caller, An Asynchronous message → is used when the message caller does not wait for the receiver to process the message and return before sending other messages to other objects within the system

Question **4**

Correct

Mark 1.00 out of 1.00

A sequence diagram:

Select one:

- depicts the objects involved in a scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario
- All the options ✔
- shows object interactions arranged in time sequence
- is a type of interaction diagram

Your answer is correct.

A sequence diagram is a type of interaction diagram which depicts the objects involved in a scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. It shows object interactions arranged in time sequence. So all the options is the correct answer.

The correct answer is: All the options

Question **5**

Incorrect

Mark 0.00 out of 1.00

Which of the following statements is true?

Select one:

- The design class diagram is an important tool to show the users how the system will actually work to meet their needs ✖
- The design class diagram contains just the attributes required by the system
- The domain model class diagram contains operations as well as the attributes required by the system
- The design class diagram contains operations as well as the attributes required by the system

Your answer is incorrect.

- When a domain model class diagram is modified to become a design class diagram it contains operations as well as the attributes required by the system. (correct answer).
- The domain model class diagram does not contains operations as well as the attributes required by the system - just the attributes.
- The design class diagram is an extended version of the domain model class diagram so it does not contain just the attributes required by the system - but details required by developer such as the methods.
- The design class diagram is NOT an important tool to show the users how the system will actually work to meet their needs. It would be too technical to show users and would not be a good tool to use to help understand their needs.

The correct answer is: The design class diagram contains operations as well as the attributes required by the system

◄ Seminar 10 Slides: Security & Testing

Jump to...

Week 10 Workshop Activities - WED 5pm GDoc Links ►