**MODEL EXAMINATION QUESTION**

**UNIT-7**

1. **TRUE OR FALSE**

1 Boundary **objects can usually only talk to controllers and actors.**  
**False.** Boundary objects interact with actors and controllers, but they don't necessarily only talk to them. They can also interact with entity objects if needed.

2 **A use case doesn’t have a clear boundary.**  
**False.** A use case typically does have clear boundaries. It defines a specific interaction between actors and the system to achieve a particular goal, and these interactions are well-defined within those boundaries.

3 Controllers **can talk to boundary objects and entity objects, and to other controllers and to actors.**  
**True.** Controllers can interact with boundary objects to handle input/output, with entity objects to manipulate data, and they can coordinate with other controllers. They may also interact with actors indirectly through boundary objects.

4 **Entity objects can always only talk to controllers and boundary objects.**  
**False.** Entity objects primarily interact with controllers and boundary objects, but they can also interact with other entity objects or may have limited interaction with external systems depending on the design

1. **SHORT ANSWER QUESTION**
2. **What is a requirement?**  
   A requirement is a specification of what a system or component should do or a condition it must meet. It can be functional (describing what the system should do) or non-functional (describing how the system performs a function, such as performance or usability).

1. **Why is writing a use case iterative?**  
   Writing a use case is iterative because it involves refining and detailing interactions between actors and the system through repeated review and feedback. Initial use case drafts may evolve as more information is gathered, stakeholders provide feedback, and system requirements become clearer.
2. **Explain actor, goal, and scenario.**

**Actor:** An entity that interacts with the system, such as a user, another system, or an external device. Actors are typically external to the system but interact with it.

* + **Goal:** The objective that the actor wants to achieve through interaction with the system. It represents the purpose of the use case.
  + **Scenario:** A sequence of actions or events that occur in a specific context to achieve the actor’s goal. It describes the path the system and actor take to fulfill the use case.

1. **What are the classifications of objects discovered via textual analysis?**  
   The classifications of objects discovered via textual analysis generally include:
   * **Boundary Objects:** Represent the interface between the system and its actors.
   * **Entity Objects:** Represent the data or business logic of the system, often reflecting concepts or information that the system manages.
   * **Controller Objects:** Manage the flow of the system’s logic and interactions between boundary and entity objects.

**MODEL EXAMINATION QUESTIONS**

**UNIT-8**

1. **TRUE OR FALSE**

1 **HTML is super type of XML.**  
**False.** HTML is not a super type of XML. HTML and XML are distinct languages. XML (eXtensible Markup Language) is a more general-purpose markup language that allows users to define their own tags and document structure, whereas HTML (HyperText Markup Language) is a specific markup language used for creating web pages.

2 **XML allows us to define custom tags.**  
**True.** XML allows users to define custom tags and document structures according to their specific needs.

3 **XML is one of a script type language.**  
**False.** XML is not a scripting language. It is a markup language used for defining and structuring data. Scripting languages, like JavaScript or Python, are used to write programs and perform operations, whereas XML is used for data representation and exchange.

4 **Domain modeling identifies only one class.**  
**False.** Domain modeling typically identifies multiple classes that represent various entities, relationships, and concepts within a specific domain.

1. **SHORT ANSWER QUESTIONS**
2. **What is XML?**

XML (eXtensible Markup Language) is a flexible text format used for defining, structuring, and transporting data. It allows users to create custom tags and define the structure of data, making it both human-readable and machine-readable.

1. **Advantage of XML?**  
    Advantages of XML include:
   * **Flexibility:** Allows users to define custom tags and document structures.
   * **Self-descriptive:** Provides a clear structure for data with nested elements.
   * **Interoperability:** Facilitates data exchange between different systems and platforms.
   * **Validation:** Supports schema validation to ensure data adheres to a defined structure.
2. **Explain low-level design.**  
   Low-level design (LLD) involves detailing the internal design of system components, focusing on the implementation of classes, methods, and data structures. It includes creating detailed diagrams, such as class diagrams and sequence diagrams, to specify how components interact and how the system's functionality is implemented at a granular level.
3. **Explain how to identify a class.**  
   To identify a class in domain modeling or object-oriented design:
   * **Analyze the Problem Domain:** Look for key entities, concepts, or objects in the problem domain that need to be represented in the system.
   * **Identify Nouns and Verbs:** Nouns often represent potential classes, while verbs represent actions or methods.
   * **Determine Responsibilities:** Define the responsibilities and behaviors associated with these entities to ensure they encapsulate relevant data and methods.
   * **Establish Relationships:** Understand how these entities interact with each other and how they should be organized into classes.