

**ONLINE BITS OOAD**

1.  Abstraction has \_\_\_\_\_\_ types.

a) 1

b) 2

c) 3

**d) 4**

**ANSWER: D**

**2. To hide the internal implementation of an object we use …**

a) inheritance

b) encapsulation

c) polymorphism

**d) none of these**

**ANSWER:D**

**3. Aggregation is …**

a) set of relationship

b) composed of relationship

**c) part of relationship**

d) all of these

ANSWER : C

4. **A class diagram shows relationship between/among -**

a) Classes

b) Interfaces

c) Collaborations

**D) all of these**

**ANSWER :D**

5. **A \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a physical element that exists at run time and represents a computational resource.**

**A) Node**

B) Object

C) Interface

D) Component

ANSWER: A

6. A model is a \_\_\_\_\_\_\_\_\_ of reality.

a. Complication

b. Simplification

c. Realization

d. Generalization

ANSWER: B

7. Models help us to\_\_\_\_\_\_\_\_ a system as it is or the way it is wanted.

a. Analyze

b. Design

c. Visualize

d. Measure

ANSWER:C

8. Algorithmic and object-oriented are the two common ways for modeling \_\_\_\_\_\_\_\_

a. Non-software Systems

b. Software Systems

c. Vocabulary of a System

d. Client/Server System

ANSWER: B

9. \_\_\_\_\_\_\_\_ helps to communicate the overall system architecture unambiguously.

a. Flow charts

b. Designing

c. SRS

d. Templates

ANSWER: B

10. \_\_\_\_\_\_\_ can be done for both simple and complex systems.

a. Generalization n

b. Specification cm,

c. Modeling

d. Collaboration

ANSWER: A

11. The best kind of models helps to choose \_\_\_\_\_\_\_\_

a. Degree of detail

b. Design view

c. Single model

d. Choice of model

ANSWER: A

12. An Object-oriented program is structured as a community of interacting agents, called \_\_\_\_\_\_\_\_

a. Objects

b. Classes

c. Functions

d. Statements

ANSWER:A

13. UML is useful to \_\_\_\_\_\_\_\_ a system as it is or as we want it to be.

a. Visualize

b. Specify

c. Document

d. All of the above

ANSWER: D

14. A collection of operations that specify the services rendered by a class or component known as\_\_\_\_\_\_\_\_

a. Class

b. Interaction

c. Interface

d. Collaboration

ANSWER: C

15. A link is an instance of \_\_\_\_\_\_\_\_

a. Generalization

b. Association

c. Dependency

d. Realization

ANSWER: B

16. An actor is \_\_\_\_\_\_\_\_

a. A person

b. A job title

c. A role

d. A system

ANSWER: C

17. Associations \_\_\_\_\_\_\_\_

a. May exist only between actors and use cases

b. Identify the flow of data between actors and use cases

c. Identify interactions between actors and use cases

d. Identify dependencies between actors and use cases

ANSWER: C

18.  Object diagram is used to show the design \_\_\_\_\_\_\_\_ view of a system.

a. static

b. dynamic

c. logical

d. process

ANSWER: A

19. Forward engineering and reverse engineering can be applicable to \_\_\_\_\_\_\_\_

a. class diagram

b. stereotypes

c. tagged values

d. adornments

ANSWER: A

20. \_\_\_\_\_\_\_\_ shows a set of objects and their relationships.

a. Class diagram

b. Object diagram

c. Use case diagram

d. Activity diagram

ANSWER: B

21. Objects diagram is used to model the \_\_\_\_\_\_\_\_ structure

a. class

b. object

c. use case

d. activity

ANSWER: B

22. Which of the following diagram is used to model the distribution of objects?

a. Object Diagram

b. Activity Diagram

c. State Chart Diagram

d. Interaction Diagram

ANSWER: A

23. Which of the following diagram is used to model the vocabulary of a system?

a. Object Diagram

b. Activity Diagram

c. Class diagram

d. Interaction Diagram

ANSWER: C

24. \_\_\_\_\_\_\_ model static data structures.

a. Object diagrams

b. Activity diagrams

c. Class diagrams

d. Interaction diagrams

ANSWER: C

25. Class diagrams are not useful to \_\_\_\_\_\_\_\_

a. model simple collaborations

b. model the vocabulary of a system

c. model simple interactions

d. model a logical database schema

ANSWER: C

26. Forward engineering in UML is the process of transforming \_\_\_\_\_\_\_\_

a. a code into a model

b. a code into design n

c. a model into a code

d. a model into test

ANSWER: C

27. ————– is an abstraction of something for the purpose of understanding it before building it.

A. Mock-up

B. Model

C. Prototype

D. All of the above

ANSWER: 4

28. Object-Oriented Modeling allows-

1. Higher productivity

2. Lower maintenance cost

3. Better quality can be achieved

4. All of the above

ANSWER 4

29. During the design phase, the overall ———— of the system is described.

1. Architecture
2. System flow
3. Data flow
4. None

ANSWER 1

30. The Object Oriented Modeling for building systems takes the ———– as the basis.

1. Class
2. Object
3. Model
4. Modules

ANSWER 3

31.The essence of------is to transform user needs into software solutions

A. Software Development Process

B. Software Development Method

C. Software Solutions

D. None

ANSWER: A

32.----translates the user needs into system requirements and responsibilities

A. Design

B. Analysis

C. Prototype

D. None

ANSWER: B

33.-----refines the system design into system deployment that will satisfy the user needs

A. Design

B. Analysis

C. Implementation

D. Prototype

ANSWER: C

34.--------measures how well the delivered system matches the needs of the operational environment

A. Correctness

B. Validation

C. Correspondence

D. Design

ANSWER: C

35.--------is the task of predicting correspondence

A. Correctness

B. Validation

C. Prototype

D. Design

ANSWER: B

36.--------measures the consistency of the product requitments with respect to the design specification

A. Correctness

B. Validation

C. Prototype

D. Design

ANSWER: A

37.--------is the exercise of determining correctness

A. Correctness

B. Validation

C. Verification

D. Design

ANSWER: C

38.--------came up with the concept of use case

A. Booch

B. Jacobson

C. Fleming

D. None

ANSWER: B

39.The intersection among the object's roles to achieve a given goal is called-------

A. Correctness

B. Validation

C. Verification

D. Collaboration

ANSWER: D

40.The goal of------is to design the classes identified during the analysis phase and user interface.

A. Software Development Process

B. Software Development Method

C. Object Oriented Design

D. None

ANSWER: C

41.-----------enables to fully understand how easily or difficult it will be to implement some of the features of the system.

A. Correctness

B. Validation

C. Prototype

D. Design

ANSWER: C

42.----------is an industrialized approach to the software development process

A. Software Development

B. Use case model

C. UML diagrams

D. Component Based Development

ANSWER: D

43.--------is a set of tools and techniques that can be used to build an application faster than traditional methods

A. Component Based Development

B. Rapid Application Development

C. Object Oriented Development

D. None

ANSWER: B

44.--------Methodology is a widely used object oriented method that helps you design the system using the object paradigm

A. Booch Method

B. Rubaugh Method

C. Jacobson’s method

D. None

ANSWER: A

45.---------are scenarios for understanding system requirements

A. Classes

B. Objects

C. use cases

D. sequence

ANSWER: C

46.---------is a way of presenting a generic solution to a problem that can be applied to all levels in software development

A. Design

B. Pattern

C. Framework

D. None

ANSWER: C

47.The Object Modeling Technique(OMT)is presented by----------

A. Booch

B. Rubaugh

C. Jacobsons

D. None

ANSWER: B

48.-------------show the flow of data between different processes in a business

A. Use Case Diagram

B. Sequence Diagram

C. Data Flow Diagram

D. Activity Diagram

ANSWER: C

49.The Booch Method consists of the follwing diagrams

A. Class Diagrams, Object Diagrams

B. State Diagrams, Module Diagrams

C. Process diagrams, Interaction Diagrams

D. All

ANSWER: D

50.-------is the object modeling at the enterprise level

A. OOSE

B. OOAD

C. OOBE

D. None

ANSWER: C

51.----------is an abstract representation of a system

A. Model

B. Program

C. Method

D. None

ANSWER: A

52.-----------Model can be viewed as a snapshot of system's parameters at rest or at specific point in time.

A. Static Model

B. Dynamic Model

C. Complex Model

D. None

ANSWER: A

53.----------Model is a collection of procedures and behaviors that reflects the behavior of a system over time

A. Static Model

B. Dynamic Model

C. Complex Model

D. None

ANSWER: B

54.OCL stands for ---------

A. Object Constraint Language

B. Object Compilation Language

C. Object Construction Language

D. None

ANSWER: A

55.UML defines ------graphical diagrams

A. 9

B. 6

C. 8

D. 4

ANSWER: C

56.-----is an association attribute

A. Simplifier

B. Qualifier

C. Multiplicity

D. None

ANSWER: B

57.---------specifies the range of allowable associated classes

A. Simplifier

B. Qualifier

C. Multiplicity

D. None

ANSWER: C

58.--------indicates a situation in which only one of several potential associations may be instantiated at one time for any single object

A. OR Association

B. Qualifier

C. Multiplicity

D. None

ANSWER: A

59.--------- is the relationship between more general class and more specific class

A. Generalization

B. Aggregation

C. Specialization

D. None

ANSWER: A

60.---------- shows the sequence of states that an object goes through during its life in responce to outside stimuli and messages

A. Use Case Diagram'

B. Sequence Diagram

C. Class Diagram

D. State Diagram

ANSWER: D

61.The UML class diagram is also called as

A. Object Model

B. Activity Model

C. Sequence Model

D. None

ANSWER: A

62.\_\_\_\_\_\_\_association is used when you have one usecase that is similar to another usecase bit does a bit more. [CO-3]

A. Extends

B. Includes

C. Uses

D. None

ANSWER: A

63.The object model represents an\_\_\_\_\_\_\_\_ view of the system.

A. External

B. Internal

C. Transaction

D. All

ANSWER: B

64.\_\_\_\_\_\_\_ represents a physical or conceptual connection between two or more objects.

A. Association

B. Aggregation

C. Structure

D. All

ANSWER: A

65.Association among more than two classes is known as\_\_\_\_\_\_\_.

A. Single Association

B. Double Association

C. Ternary Association

D. Binary Association

ANSWER: C

66.Superclass-Subclass relationship is also called as \_\_\_\_\_\_\_\_\_.

A. Specialization hierarchy

B. Normalization hierarchy

C. Generalization hierarchy

D. None

ANSWER: C

67.A-part-of relationship is also called\_\_\_\_\_\_\_.

A. Aggregation

B. Association

C. Specialization

D. None

ANSWER: A

68.Aggregation represents the situation where a

A. Class consists of Single component classes

B. Class consists of single Method

C. Class consists of single attribute component classes

D. Class consists of several component classes

ANSWER: D

69.An use case which is not complete is known as\_\_\_\_\_\_\_\_.

A. Abstract use case

B. Concrete use case

C. Special use case

D. None

ANSWER: A

70.Common class patterns method is used for\_\_\_\_\_.

A. Identifying Attributes

B. Identifying Classes

C. Identifying Objects

D. None

ANSWER: B

71.If A is part of B and B is part of C,Then A is part of C,It is\_\_\_\_\_\_.

A. Symmetry

B. Anti symmetry

C. Transitivity

D. None

ANSWER: C

72. Filled diamond shape is used to represent \_\_\_\_\_\_\_\_.

A. Aggregation

B. Collection

C. Composition

D. None

ANSWER: A

73.Method that creates objects of a class are called \_\_\_\_\_\_\_\_.

A. Constructor

B. Destructor

C. Attribute

D. Domain

ANSWER: A

74.In UML attribute presentation Public visibility mean as:

A. Accessibility to subclasses and operations of the class.

B. Accessibility to all classes.

C. Accessibility only to operations of the class.

D. None

ANSWER: B

75. In UML attribute presentation protected visibility mean as:

A. Accessibility to subclasses and operations of the class.

B. Accessibility to all classes.

C. Accessibility only to operations of the class.

D. None