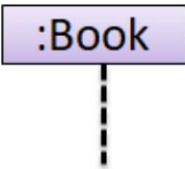


# Quiz instructions



## Question 1

1 pts



This sequence diagram correctly represents an unnamed Book object.

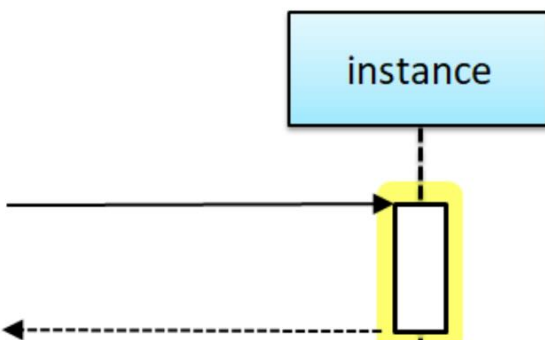
☒ True

☐ False



## Question 2

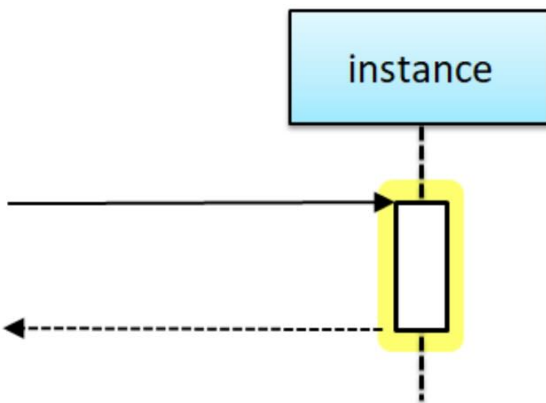
1 pts





## Question 2

1 pts



The highlighted part (in yellow) is called an **active box**. It represents the period during which the method is actively executing.

☐ True☒ False

## Question 3

1 pts

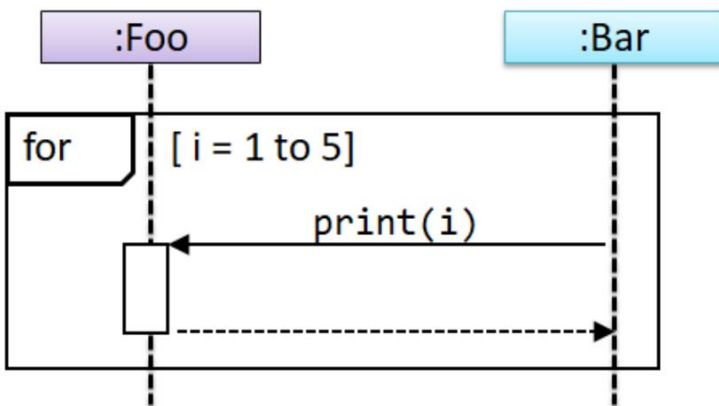


False



## Question 3

1 pts



This is the correct way to show a for-loop.

☐ True

☒ False



## Question 4

1 pts

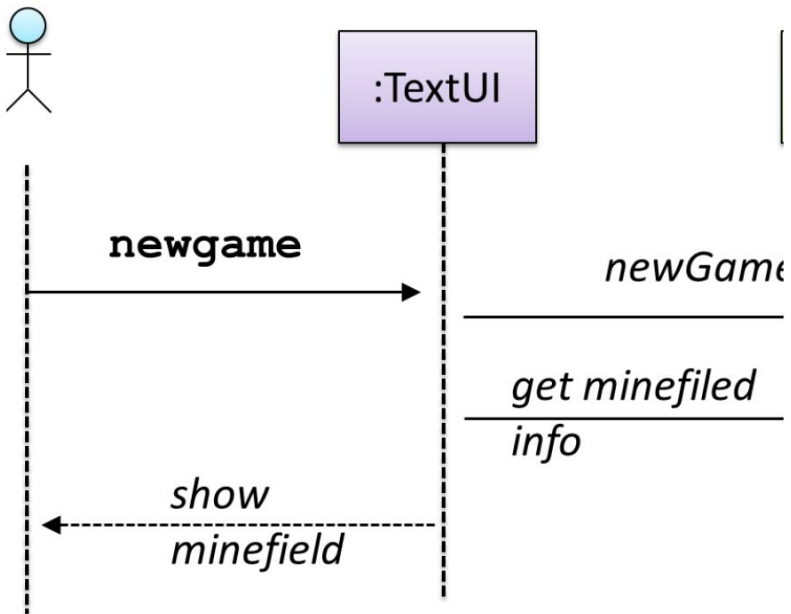


:TextUI



## Question 4

1 pts



The notations missing from this diagram are optional, and therefore, the diagram is acceptable.

☒ True☐ False

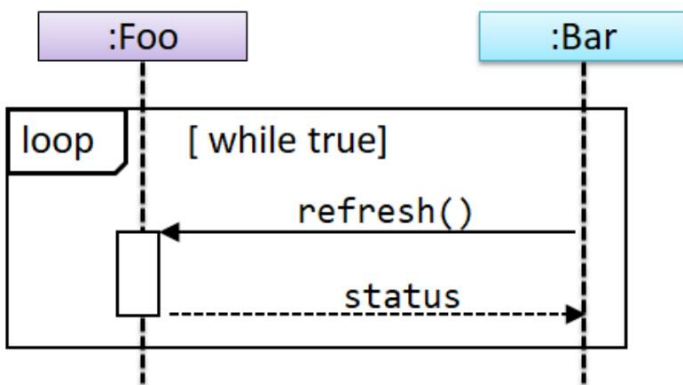
## Question 5

1 pts



## Question 5

1 pts



As per the diagram, a Foo object is calling the refresh() method of a Bar object in a loop.

☐ True

☒ False



## Question 6

1 pts

In a sequence diagram, time goes from left-to-right.

In a sequence diagram, time goes from left-to-right.

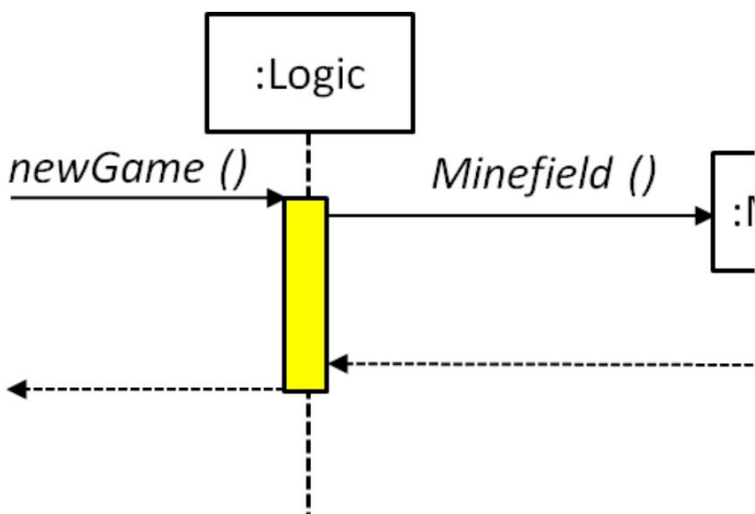
☐ True

☒ False



## Question 7

1 pts



The yellow box correctly represents a constructor.

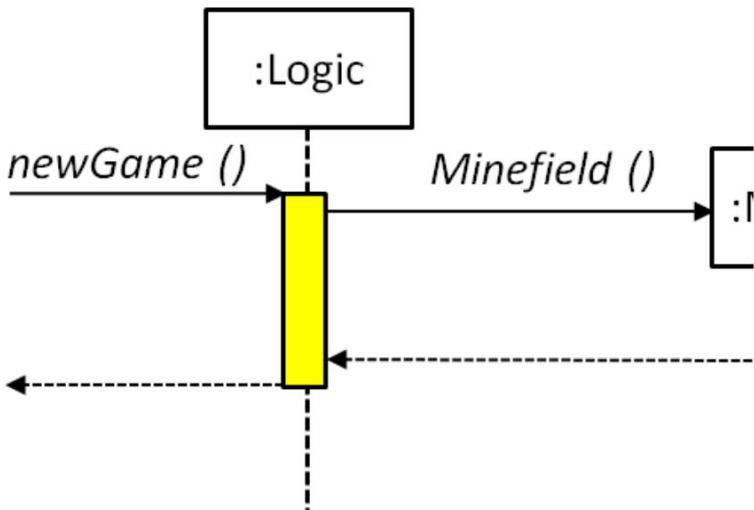
☐ True

☒ False



## Question 8

1 pts



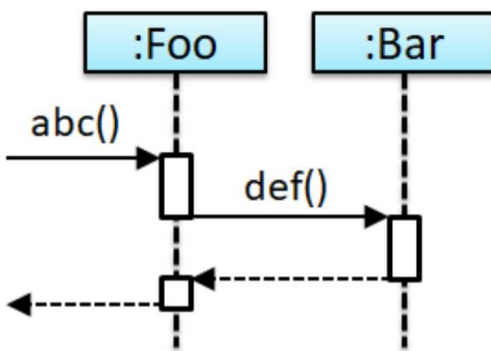
The red box correctly represents a construct

☐ True

☒ False

## Question 9

1 pts

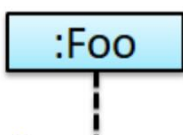


This sequence diagrams has a notation problem.

☒ True☐ False

## Question 10

1 pts

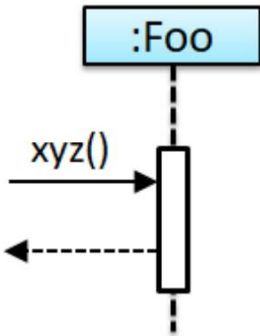






## Question 10

1 pts



This sequence diagram has a notation problem.

☒ True☐ False

## Question 11

1 pts

A UML sequence diagram can capture the interactions between multiple objects for a given scenario, for example, an object calling a method of another object.



## Question 11

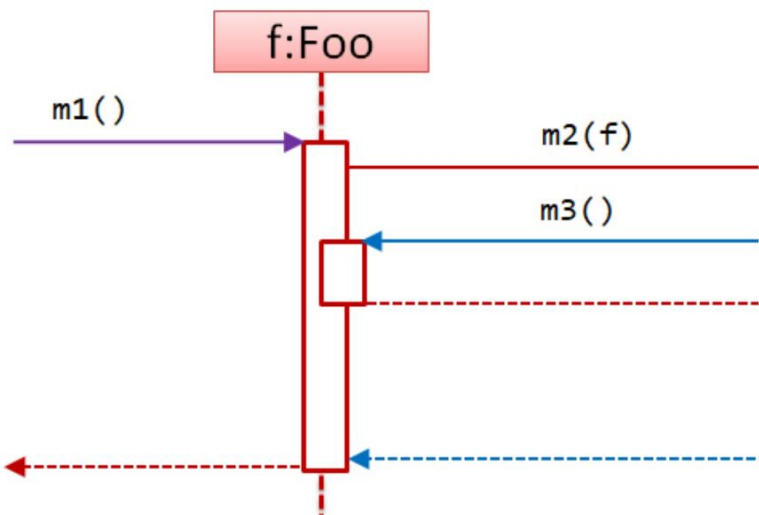
1 pts

A UML sequence diagram can capture the interactions between multiple objects for a given scenario, for example, an object calling a method of another object.

☒ True☐ False

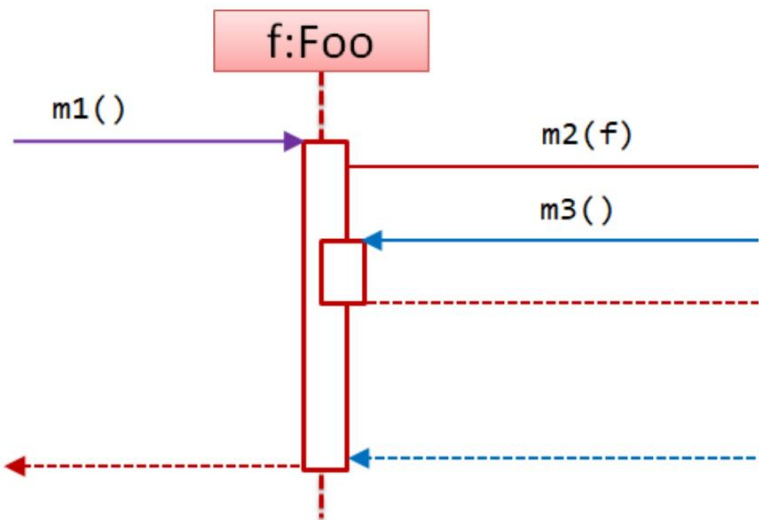
## Question 12

1 pts



## Question 12

1 pts



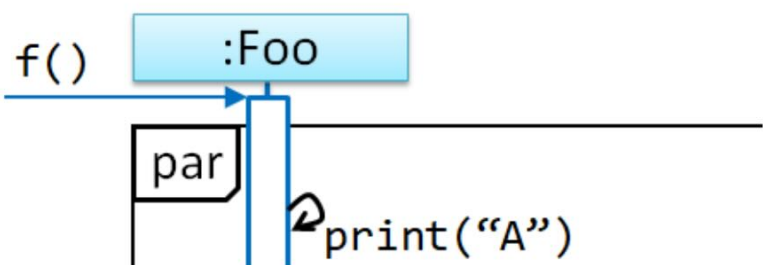
Method `m1()` calls its own method `m3`.

☐ True

☒ False

## Question 13

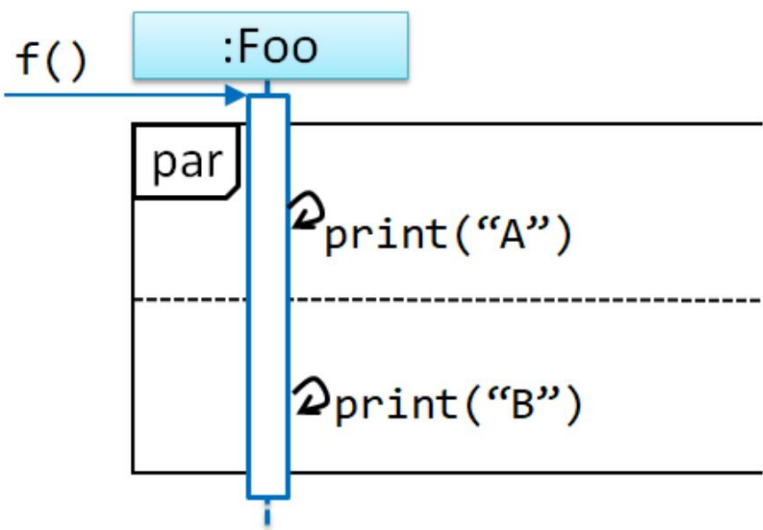
1 pts





## Question 13

1 pts



A call to `f()` can result in any of the following:

- "BA"
- "AB"

☒ True

☐ False



## Question 14

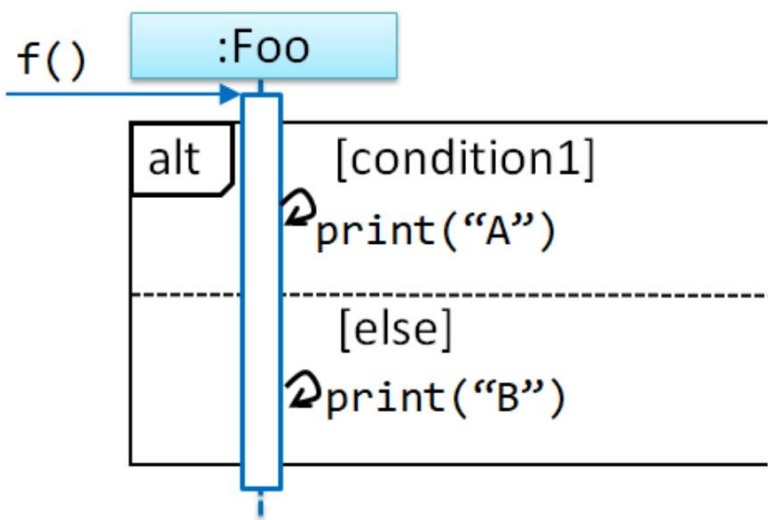
1 pts

False



## Question 14

1 pts



A call to `f()` can result in printing "A" or "B", but not both.

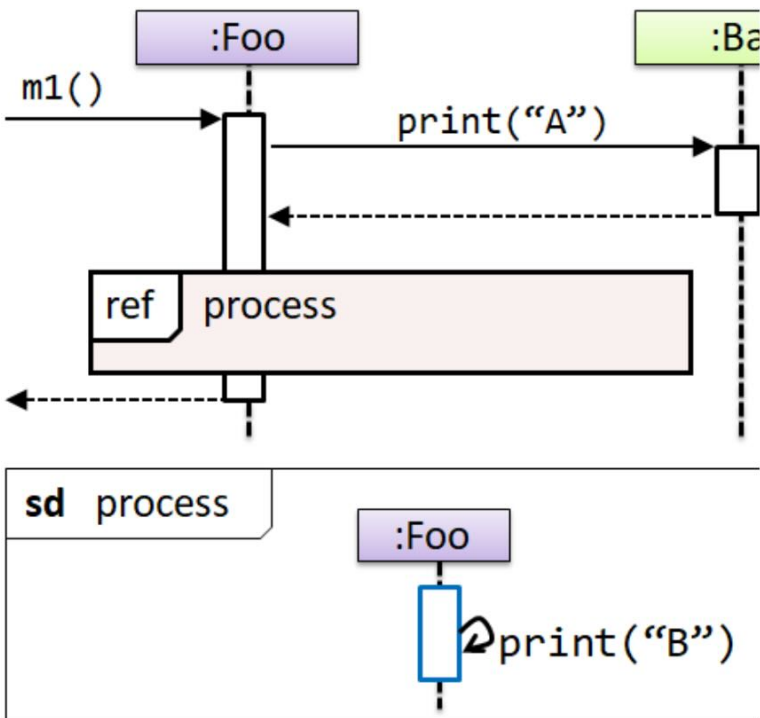
☒ True☐ False

## Question 15

1 pts

:Foo

:Ba



A call to `m1()` can result in any of the following:

- 

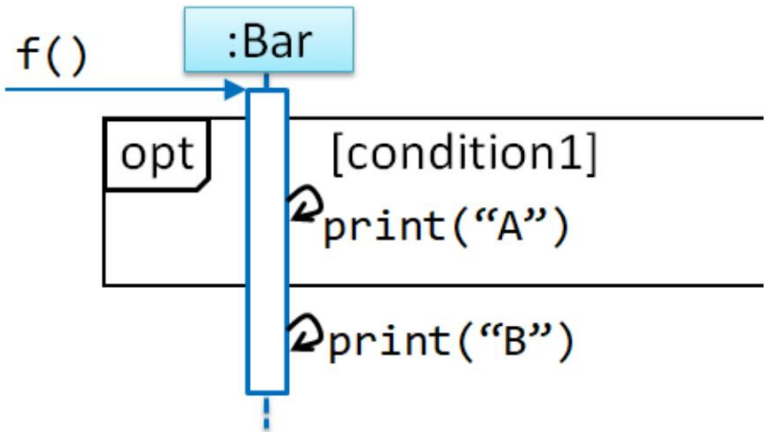
"A"

- 

"B"

☐ True

☒ False



A call to `f()` can result in any of the following:

- 

“A”

- 

“B”

- 

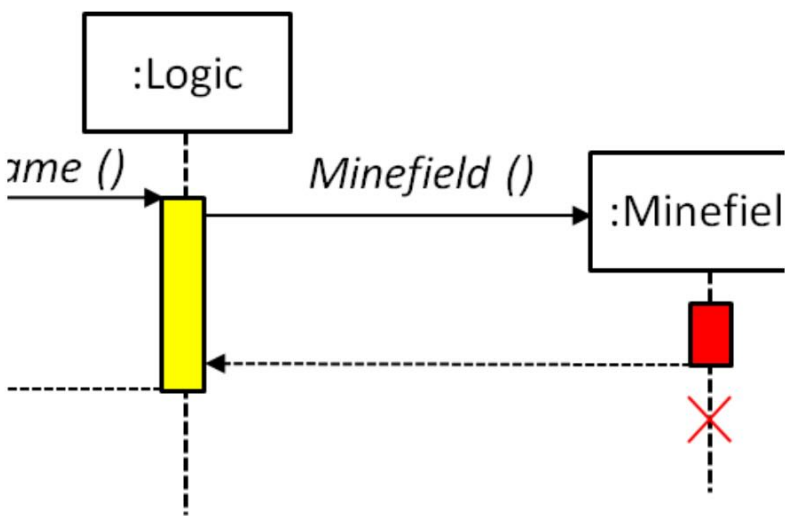
“AB”

☐ True

☒ False

## Question 17

1 pts



X correctly shows that the object is destroyed or it is no longer referenced.

☒ True☐ False

## Question 18

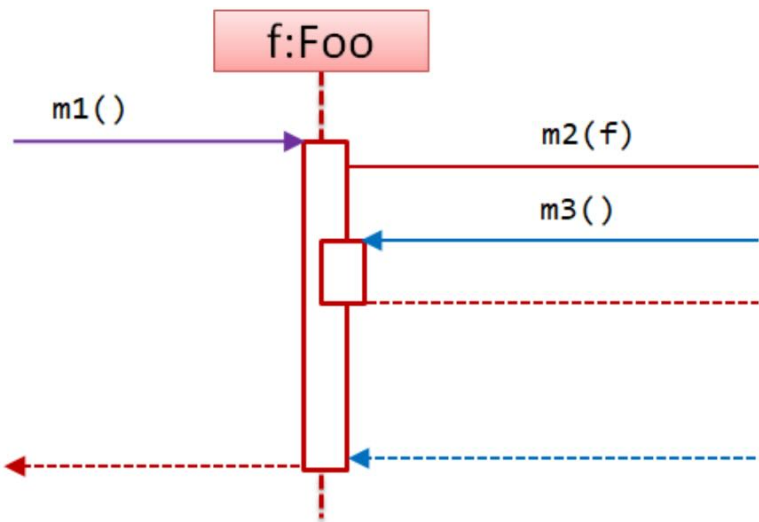
1 pts





## Question 18

1 pts



Object b is calling method m3 of the object f.

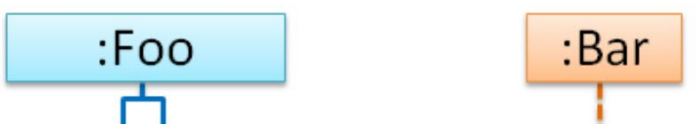
☒ True

☐ False



## Question 19

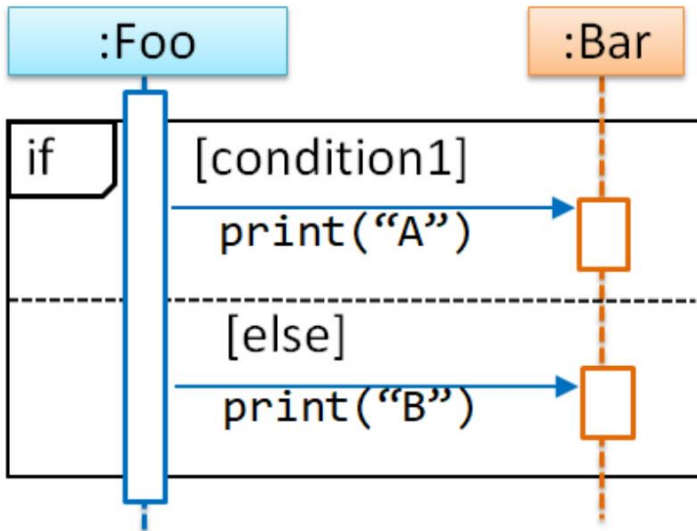
1 pts





## Question 19

1 pts



This is the correct way to show an if-else branch.

☐ True

☒ False



## Question 20

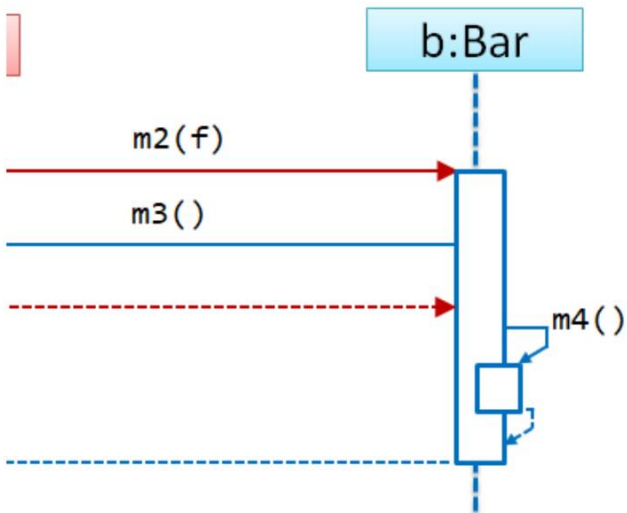
1 pts





## Question 20

1 pts



`m4` of self.

☐ True

☒ False