Chapter 7-Question

I: True/False questions

\_\_ 1. Boundary objects can usually only talk to controllers and actors. **False**

\_\_ 2. A use case doesn’t have a clear boundaries. **False**

\_\_ 3. Controllers can talk to boundary objects and entity objects, and to other

controllers and to actors. **True**

\_\_ 4. Entity objects can always only talk to controllers and boundary objects. **False**

II: Short Answer Questions

1.What is requirement?

2.Why is writing use case can be an iterative?

3.Explain actor, goal and scenario?

4.What are the classification of object discovered via textual analysis?

II: Short Answer Questions

1.A requirement is a capability that a system must possess in order to fulfill its purpose. It is a condition or capability that must be met in order for a system to perform its intended function.

2.Writing use cases can be iterative because as the system design evolves, the use cases may need to be refined or expanded to accommodate new features or changes in the system architecture.

3.An actor is an entity that interacts with the system. A goal is a desired outcome or result that the system aims to achieve. A scenario sequence of events that describes how the system and its actors interact to achieve a specific goal.

4.The classification of objects discovered via textual analysis can include entities, relationships, and attributes. Entities represent objects or concepts, relationships describe the connections between entities, and attributes describe the characteristics or properties of entities.