Started on	Monday, 19 December 2022, 1:20 PM
State	Finished
Completed on	Monday, 19 December 2022, 1:21 PM
Time taken	38 secs
Grade	<b>0</b> out of 30 ( <b>0</b> %)
Question 1  Not answered  Marked out of 1	
State chart diagram	n helps to identify.
<ul> <li>The temporal</li> </ul>	relationship of between objects over time
<ul> <li>Sequence of of</li> </ul>	perations as a response to one or more events

The correct answer is: Changes to an individual object over time

The relationships between events and objectsChanges to an individual object over time

## Question 2 Not answered Marked out of 1

Which one of the following is not considered as a Nonfunctional requirements

How should the system respond to input errors?
What sort of training will be required for each type of user
What type of user will be using the system is considered
User can perform search based on different criteria

The correct answer is: User can perform search based on different criteria

Not answered  Marked out of 1  Which one of the following objects represent the interaction between the user and the system:	
Which one of the following objects represent the interaction between the user and the system:	
Which one of the following objects represent the interaction between the user and the system:	
Control object	
<ul> <li>Enitity object</li> </ul>	
Boundary object	
<ul> <li>Real objects</li> </ul>	
The correct answer is: Boundary object	
Question 4	
Not answered	
Marked out of 2	
process". Choose the correct relation between these two use cases.	
process". Choose the correct relation between these two use cases.  There is no relation between the cases.  Withdraw money extends check balance  Withdraw money includes check balance  Withdraw money and check balance are generalized  The correct answer is: Withdraw money includes check balance	
<ul> <li>There is no relation between the cases.</li> <li>Withdraw money extends check balance</li> <li>Withdraw money includes check balance</li> <li>Withdraw money and check balance are generalized</li> </ul>	
<ul> <li>There is no relation between the cases.</li> <li>Withdraw money extends check balance</li> <li>Withdraw money includes check balance</li> <li>Withdraw money and check balance are generalized</li> </ul> The correct answer is: Withdraw money includes check balance	

The correct answer is: Attributes

Question	
Not answ	
Marked	out of 1
A life	line in the sequence diagram represents:
	If an object is sending or receiving messages
	The context of the sequence diagram
	The information from one object to another
	The presence of an object during the sequence
The o	correct answer is: The presence of an object during the sequence
Question	n7
Not answ	wered
Marked	out of 1
What	is the correct relationship between a house and its rooms?
	Hierarchy
	Composition
	Association
	Aggregation
The o	correct answer is: Composition
Question	n8
Not answ	wered
Marked	out of 2
	term best describe that a good software design solves a specific problem but is general enough to address future problems?  Decomposition
	Abstraction
	Reengineering
	Reusability
Your	answer is incorrect.
	ability

https://elearn.iu.edu.jo/mod/quiz/review.php?attempt=341033&cmid=236363

Question 9	
Not answered	
Marked out of 2	
Which of the following is not used to deal with complexity?	
<ul> <li>Abstraction</li> </ul>	
<ul> <li>Encapsulation</li> </ul>	
<ul> <li>Hierarchy</li> </ul>	
<ul> <li>Decomposition</li> </ul>	
The correct answer is: Encapsulation	
Question 10	
Not answered	
Marked out of 2	
Which of the following defined as "A good software design solves a specific problem but is general enough to a problems"?	ddress future
problems"?  Design Pattern	ddress future
problems"?  Design Pattern Reusability	ddress future
problems"?  Design Pattern	ddress future
problems"?  Design Pattern Reusability Framework	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability  Question 11	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability  Question 11 Not answered	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability  Question 11 Not answered Marked out of 1	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability  Question 11 Not answered Marked out of 1  In Software engineering, which of the following is a correct description for Tools?	ddress future
problems"?  Design Pattern Reusability Framework Software Lifecycle Definition  The correct answer is: Reusability  Question 11 Not answered Marked out of 1  In Software engineering, which of the following is a correct description for Tools? Formal procedures for producing results using some well-defined notation	ddress future

The correct answer is: Instrument or automated systems to accomplish a technique

Question 12	
Not answered	
Marked out of 2	
Which of the following system"?	defined as "Set of activities and their relationships to each other to support the development of a software
<ul> <li>Reusability</li> </ul>	
<ul><li>Framework</li></ul>	
<ul> <li>Software Lifecycle</li> </ul>	e Definition
<ul><li>Design Pattern</li></ul>	
The correct answer is:	Software Lifecycle Definition
Question 13	
Not answered	
Marked out of 2	
Which of the following	diagrams describe the dynamic behavior between objects?
<ul> <li>Interaction diagra</li> </ul>	
<ul><li>Interaction diagra</li><li>Activity diagram</li></ul>	am
<ul><li>Interaction diagra</li><li>Activity diagram</li><li>State chart diagra</li></ul>	am
<ul><li>Interaction diagra</li><li>Activity diagram</li></ul>	am
<ul><li>Interaction diagra</li><li>Activity diagram</li><li>State chart diagra</li></ul>	am am
<ul><li>Interaction diagra</li><li>Activity diagram</li><li>State chart diagra</li><li>Class diagram</li></ul> The correct answer is:	am am
Interaction diagra Activity diagram State chart diagra Class diagram The correct answer is:	am am
<ul><li>Interaction diagra</li><li>Activity diagram</li><li>State chart diagra</li><li>Class diagram</li></ul>	am am
<ul> <li>Interaction diagra</li> <li>Activity diagram</li> <li>State chart diagra</li> <li>Class diagram</li> </ul> The correct answer is: Question 14 Not answered Marked out of 2	am am
<ul> <li>Interaction diagra</li> <li>Activity diagram</li> <li>State chart diagra</li> <li>Class diagram</li> </ul> The correct answer is: Question 14 Not answered Marked out of 2	am  Interaction diagram  is not correct about requirement elicitation
Interaction diagra Activity diagram State chart diagra Class diagram  The correct answer is:  Question 14  Not answered Marked out of 2  Which of the following Very challenging a	am  Interaction diagram  is not correct about requirement elicitation
<ul> <li>Interaction diagra</li> <li>Activity diagram</li> <li>State chart diagra</li> <li>Class diagram</li> </ul> The correct answer is: <ul> <li>Question 14</li> <li>Not answered</li> <li>Marked out of 2</li> <li>Which of the following</li> <li>Very challenging a</li> </ul>	Interaction diagram  is not correct about requirement elicitation activity action between people of different background

The correct answer is: Problem specification

Not answered	
Marked out of 2	
A Student is a-kind-of person, what type of relationship is this	
<ul> <li>Generalization</li> </ul>	
<ul> <li>Aggregation</li> </ul>	
<ul> <li>Association</li> </ul>	
<ul><li>Composition</li></ul>	
The correct answer is: Generalization	
Question 16	
Not answered	
Marked out of 1	
<ul> <li>We can find the classes for a new software system</li> <li>We can identify the classes in an existing system</li> <li>We can create a class-based interface to any system</li> <li>We can derive a class from another class</li> </ul>	
The correct answer is: We can find the classes for a new software	e system
The correct answer is: We can find the classes for a new software Question 17	e system
	e system
Question 17	esystem
Question 17 Not answered	e system
Question 17 Not answered Marked out of 1	e system
Question 17  Not answered  Marked out of 1  Why are software systems so complex?	e system
Question 17  Not answered  Marked out of 1  Why are software systems so complex?  Software is a continues system	e system

The correct answer is: The problem domain is difficult

Not answered  Marked out of 1	
Marked out of 1	
To find objects in a system, we use different approach. In which approach you start with use cases. Extract participations of the contract of	ating objects from
flow of events.	
Design patterns approach	
Component-based approach	
Application domain approach	
Syntactic approach	
The correct answer is: Syntactic approach	
Question 19	
Not answered	
Marked out of 2	
<ul><li>State chart diagram</li><li>Class diagram</li></ul>	
Class diagram	
Class diagram     Interaction diagram	
Class diagram     Interaction diagram	
<ul> <li>Class diagram</li> <li>Interaction diagram</li> <li>Activity diagram</li> </ul> The correct answer is: State chart diagram	
<ul> <li>Class diagram</li> <li>Interaction diagram</li> <li>Activity diagram</li> </ul> The correct answer is: State chart diagram Question 20	
<ul> <li>Class diagram</li> <li>Interaction diagram</li> <li>Activity diagram</li> </ul> The correct answer is: State chart diagram	

The correct answer is: Composition