

Question 1

Answer saved

Marked out of 2

Both Java and C# support some form of annotation.

Select one:

- ☐ a. False
- ☒ b. True

Question 2

Answer saved

Marked out of 2

What is the main motivation for using annotation in OOP design?

Select one:

- ☐ a. design is incorrect without annotations
- ☐ b. design must be defined using annotation
- ☐ c. design is not an OOP one without annotations
- ☒ d. helps define the design rules explicitly

Question 3

Answer saved

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Which annotation(s) are typically used to design an object operation?

Select one:

- ☐ a. DomainConstraint, AttrRef.
- ☐ b. DomainConstraint, DOpt.
- ☐ c. DomOpt, AttrRef.
- ☒ d. DOpt, AttrRef.

Question 4

Answer saved

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What does the `mutable` constraint on an attribute mean?

Select one:

- ☐ a. whether or not the attribute's data type can be changed
- ☐ b. whether or not the attribute's location can be changed
- ☐ c. whether or not the attribute's name can be changed
- ☒ d. whether or not the attribute's value can be changed

Question 5

Answer saved

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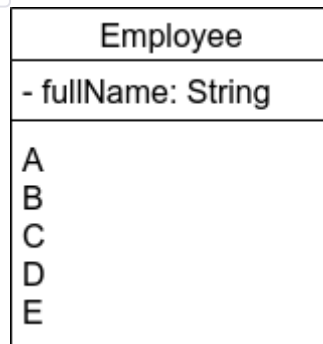
Domain constraints are written in?

Select one:

- ☐ a. the @object section
- ☒ b. the @attributes section
- ☐ c. the @abstract_properties section
- ☐ d. the @overview section

Information

Questions 6-15 concern the following scenario. Given the UML class diagram of a class named `Employee`.



Question 6

Answer saved

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Write the design specification for the attribute `Employee.fullName`. Your specification must include the essential constraints, which are determined based on your practical understanding of a person's date of birth.



- Name: fullName
- Type: String
- Visibility: Private (-)
- Description: represents the full name of an employee.
- Constrain:
 - The attribute must not be null or empty.
 - The attribute must contain at least two space-separated parts, representing the first and last name of the employee.
 - Each part of the name must start with an uppercase letter, followed by one or more lowercase letters.
 - The attribute must not contain any special characters or numbers.
 - The maximum length of the attribute is 70 characters.

Question 7

Answer saved

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Operation A is an essential operation for creating `Employee` objects. Write the design specification for this operation.



- Name: Employee
- Type: Constructor
- Visibility: Public (+)
- Parameters:
 - `fullName`: a string representing the name of the employee
- `Description`: This constructor is used to create a new `Employee` object with the specified `fullName`
- Usage: The constructor can be called externally to create a new `Employee` object. Once created, the object can be used to access and modify employee information through its attributes and methods.

Question 8

Answer saved

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Write the code for operation A.










```
public Employee(String fullName) {  
    this.fullName = fullName;  
}
```

Question 9

Answer saved

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Operation B is a mutator operation for attribute `Employee.fullName`. Write the design specification for this operation.










- Name: `NewFullName`
- Type: Method
- Visibility: Public (+)
- Parameters:
 - `newFullName`: A string representing the new value for the `Employee.fullName` attribute.
- Description: This method allows the modification of the `Employee.fullName` attribute. It takes a single string argument, representing the new value for the `Employee.fullName` attribute. The method validates the new value against the constraints defined for the `Employee.fullName` attribute before making any changes. If the new value is valid, the method updates the `Employee.fullName` attribute with the new value and returns `true`. If the new value is not valid, the method does not make any changes to the `Employee.fullName` attribute and returns `false`.

Question 10

Answer saved

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Write the code of the operation B.











```
if (!parameters.matches("[A-Z][a-z]*")) {  
    return false;  
}  
}  
if (newFullName.length() > 70) {  
    return false;  
}  
  
// Update the fullName attribute  
this.fullName = newFullName;  
return true;  
}
```

Question 11

Answer saved

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Operation C is a helper operation that validates input value for attribute `Employee.fullName`. Write the design specification for this operation.











- Name: ``ValidateFullName``
- Type: Method
- Visibility: Private (-)
- Parameters:
 - ``newFullName``: A string representing the new value for the ``Employee.fullName`` attribute.
- Description: This method is a helper operation that validates the input value for the ``Employee.fullName`` attribute. It takes a single string argument, representing the new value for the ``Employee.fullName`` attribute. The method checks if the new value meets the constraints defined for the ``Employee.fullName`` attribute. If the new value is valid, the method returns ``true``. If the new value is not valid, the method returns ``false``.
- Usage: This method can be called by other methods within the ``Employee`` class to validate the input value for the ``Employee.fullName`` attribute.

Question 12

Answer saved

Marked out of 2

Write the code for operation C.



```
for (String part : parts) {  
    if (!part.matches("[A-Z][a-z]+")) {  
        return false;  
    }  
}  
if (newFullName.length() > 70) {  
    return false;  
}  
  
// Return true if the new value is valid  
return true;  
}
```

Question 13

Answer saved

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Operation D extracts the `firstName` from `Employee.fullName`. Assume that name follows the Vietnamese naming convention (i.e. family name appears first). Write the design specification for the operation.



- Name: `ExtractFirstName`
- Type: Method
- Visibility: Public (+)
- Parameters: None
- Description: This method extracts the first name from the `Employee.fullName` attribute, assuming that the name follows the Vietnamese naming convention where the family name appears first. The method splits the `Employee.fullName` attribute by space and returns the last part of the split string, representing the first name of the employee.
- Usage: This method can be called on an instance of the `Employee` class to extract the first name from the `fullName` attribute.

Question 14

Answer saved

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Write the code for operation D.



```
public String operationD() {  
    // Split the fullName attribute by space  
    String[] parts = this.fullName.split(" ");  
  
    // Return the last part of the split string  
    return parts[parts.length - 1];  
}
```

Question 15

Answer saved

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Operation E is a Java's default operation that produces a string representation of a `Employee` object. Write the design specification and code of this operation.



- Name: `toString`

- Type: Method

- Visibility: Public (+)

- Parameters: None

- Description: This method is a Java's default operation that produces a string representation of an `Employee` object. The method overrides the `toString()` method from the `Object` class and returns a string representation of the `Employee` object, including its attributes and their values.

- Usage: This method can be called on an instance of the `Employee` class to produce a string representation of the object.

```
```java
```

```
@Override
```

◀ Assignment 2 - Redo1

Jump to...



**Question 16**

Answer saved

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Which of the followings is the name of a software engineering process model?

Select one:

- ☐ a. decomposition by abstraction
- ☐ b. step-wise
- ☒ c. waterfall
- ☐ d. spine
- ☐ e. development cycle

**Question 17**

Answer saved

Marked out of 2

Which of the followings best describes software engineering?

Select one:

- ☐ a. produce large and complex software for important purposes
- ☒ b. the application of a disciplined process to the development of software
- ☐ c. help programmers to effectively use a programming language to code a software
- ☐ d. a method to automatically produce software using machinery

**Question 18**

Answer saved

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Which of the followings best describes the phases of a software engineering process?

Select one:

- ☐ a. requirement manufacturing, design, implementation
- ☐ b. requirement capturing, design, testing
- ☒ c. software requirement, design, implementation
- ☐ d. requirement analysis, implementation, testing
- ☐ e. requirement design, implementation, testing

**Question 19**

Answer saved

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The agile process model

Select one:

- ☐ a. involves working closely with the clients to develop software
- ☐ b. emphasises on documenting the interaction with the customers
- ☒ c. employs the client to work as an employee in the development team
- ☐ d. divides the development process into increments of 2-3 months



**Question 20**

Answer saved

Marked out of 2

Which of the followings is the name of standard software engineering process?

Select one:

- ☐ a. software life cycle engineering
- ☐ b. standard software engineering cycle
- ☐ c. software system engineering process
- ☒ d. software development life cycle
- ☐ e. standard software engineering process

**Question 21**

Answer saved

Marked out of 2

Which of the followings best describes the concern of the functional requirement of a software?

Select one:

- ☐ a. function and data
- ☐ b. data and functional abstraction
- ☐ c. procedural and data specification
- ☒ d. end-user service and data

**Question 22**

Answer saved

Marked out of 2

Which of the followings lists the types of non-functional requirements?

Select one:

- ☐ a. performance, reusability
- ☐ b. reusability, accuracy
- ☒ c. modifier, performance
- ☐ d. accuracy, modifier

**Question 23**

Answer saved

Marked out of 2

Which of the followings describes the types of user interaction that could be captured in a use case?

Select one:

- ☐ a. normal and advanced
- ☒ b. normal and extended
- ☐ c. basic and advanced
- ☐ d. regular and erroneous

**Question 24**

Answer saved

Marked out of 2

Which of the followings best describes a statement about the input data of a software?

Select one:

- ☐ a. all popular science-fiction books are entered into the system by data entry staff
- ☒ b. a customer asks a sales staff to search for documents about a book
- ☐ c. every staff is employed by the book shop to work full-time
- ☐ d. a customer has name, date of birth, and address

**Question 25**

Answer saved

Marked out of 2

Why is it important to capture the non-functional requirements of a software?

Select one:

- ☒ a. to understand the necessary constraints on the system functions
- ☐ b. to understand the goal and objectives of the software
- ☐ c. to understand the non-essential services that the software performs
- ☐ d. to understand other aspects of the software that can not be explained clearly

◀ Assignment 2 - Redo1

Jump to...



**Question 26**

Answer saved

Marked out of 2

What is the primary purpose of a use case diagram?

Select one:

- ☒ a. to show the user interactions in different scenarios
- ☐ b. to show a diagram of how to use the system
- ☐ c. to show how the software operates in different situations
- ☐ d. to describe the details of all the use cases of the software

**Question 27**

Answer saved

Marked out of 2

Which of the followings lists the basic modelling constructs of an UML class diagram?

Select one:

- ☐ a. class, entity
- ☐ b. entity, association
- ☒ c. class, association
- ☐ d. relationship, entity
- ☐ e. class, relationship

**Question 28**

Answer saved

Marked out of 2

The requirement specification of a software function

Select one:

- ☐ a. does not include the return type nor the pre-conditions
- ☒ b. makes precise the pre- and post-conditions of the function
- ☐ c. defines the function with all the required information
- ☐ d. describes the detailed input and output of the function

**Question 29**

Answer saved

Marked out of 2

Which of the followings is an essential characteristic of the step that specifies software requirement?

Select one:

- ☒ a. the software operates as required by the user
- ☐ b. the components that make up the software are defined
- ☐ c. the requirement is precisely written in the programming language
- ☐ d. the top-level use cases become software functions

**Question 30**

Answer saved

Marked out of 2

Which of the followings is a constraint on an attribute?

Select one:

- ☐ a. a word may appear in one or more documents
- ☒ b. the frequency of each word in a document is the number of its occurrences
- ☐ c. a document matches a query if it contains all of the query's keywords
- ☐ d. each document may have one or more words

**Question 31**

Answer saved

Marked out of 2

Which of the following best describes the object-oriented design technique named "decomposition by abstraction"?

Select one:

- ☒ a. decompose each software function and create/use abstractions as required to perform the functions
- ☐ b. decompose a system into functions and to create/use procedures to perform them
- ☐ c. iteratively decompose a system into smaller systems
- ☐ d. decompose a system into classes and to create/use methods of these classes

**Question 32**

Answer saved

Marked out of 2

What are the first two design iterations called?

Select one:

- ☒ a. initial and top-level abstractions
- ☐ b. important and key abstractions
- ☐ c. beginning and preparation
- ☐ d. preparation and starting

**Question 33**

Answer saved

Marked out of 2

Which of the following is the goal of software design?

Select one:

- ☐ a. to construct a detailed drawing of the software
- ☒ b. to construct the precise specification for how the software will perform
- ☐ c. to write a software specification for the designer to understand
- ☐ d. to write a software specification for the users to understand

**Question 34**

Answer saved

Marked out of 2

The primary purpose of the design note is to:

Select one:

- ☐ a. record confidential design information that are not included in other documents
- ☐ b. draw a picture of the system and briefly describes it
- ☒ c. systematically analyse the requirements in order to make better design decisions
- ☐ d. make comments about the customer's design

**Question 35**

Answer saved

Marked out of 2

Design refinement means:

Select one:

- ☒ a. incrementally add detail and precision to the design
- ☐ b. incrementally produce a more refined product
- ☐ c. iteratively make the design size smaller
- ☐ d. iteratively cut the design into smaller elements

◀ Assignment 2 - Redo1

Jump to...



**Question 36**

Answer saved

Marked out of 2

A top-down implementation plan has the following features

Select one:

- ☐ a. late detection of errors and increased re-use in testing
- ☐ b. early detection of errors and decreased re-use in testing
- ☐ c. early detection of errors and increased re-use in testing
- ☒ d. late detection of errors and decreased re-use in testing

**Question 37**

Answer saved

Marked out of 2

A top-down implementation plan is

Select one:

- ☐ a. coding a module before those that use it
- ☒ b. coding a module before those that it uses
- ☐ c. implementing more important modules before those that are less important
- ☐ d. implementing the header before the body of a module

**Question 38**

Answer saved

Marked out of 2

A bottom-up implementation plan has the following features

Select one:

- ☐ a. early prototypes of the system and less up-front resources
- ☐ b. early prototypes of the system and more up-front resources
- ☐ c. early prototypes of the smaller system and more up-front resources
- ☒ d. early prototypes of smaller systems and less up-front resources

**Question 39**

Answer saved

Marked out of 2

A bottom-up implementation plan is

Select one:

- ☐ a. coding a module before those that it uses
- ☐ b. implementing the header before the body of a module
- ☒ c. coding a module before those that use it
- ☐ d. implementing more important modules before those that are less important

**Question 40**

Answer saved

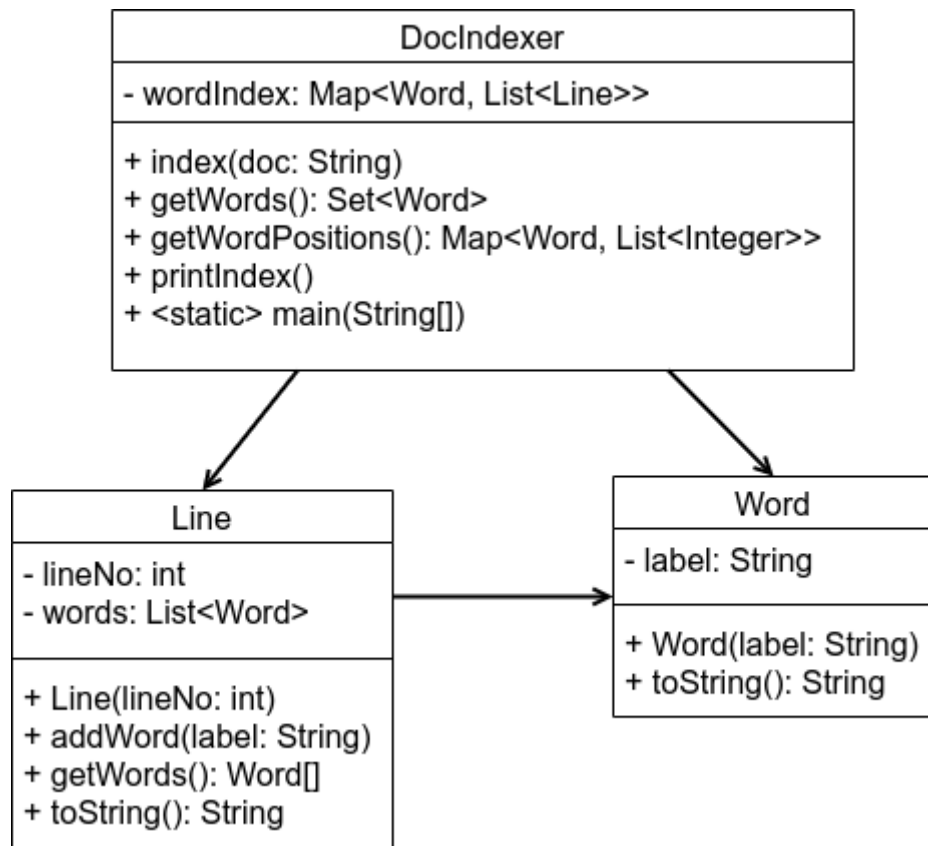
Marked out of 2

Which of the followings lists the software design evaluation criteria?

Select one:

- ☐ a. effectiveness, correctness
- ☐ b. correctness, performance
- ☐ c. performance, effectiveness
- ☒ d. simplicity, performance
- ☐ e. simplicity, generality

**Questions 41-48 concern the following scenario.** Given the UML class diagram of a program named `DocIndexer`. Assume that the classes `Line` and `Word` and the method `main` have been implemented. Below are the design specifications of four methods `index`, `getWords`, `getWordPositions` and `printIndex`.





```

/**
 * @requires doc is not null and a text document
 * @effects
 * (1) if doc is not empty
 * (2) for each line ls in doc, whose line number is lineNo
 * (3) let l = Line(lineNo)
 * (4) extract words in ls that have > 1 letter and add them t
o l as Words
 * (5) for each Word w of l
 * (6) update (w,l) into wordIndex
 */
public void index(String doc)

/**
 * @effects
 * (1) if wordIndex is not empty
 * (2) return the Set of Words in wordIndex
 * (3) else
 * (4) return null
 */
public Set getWords()

/**
 * @effects
 * (1) if wordIndex is not empty
 * (2) return Map where each entry (w,l) is mapped to
 * (3) a corresponding entry (w,lo) in wordIndex as follows:
 * (4) l.get(i) = lo.get(i).lineNo, for all i = 0 to lo.size()
 * (5) else
 * (6) return null
 */
public Map> getWordPositions()

/**
 * @effects
 * (1) if this.wordIndex is null
 * (2) print to the standard console "empty"
 * (3) else
 * (4) for each tuple (w,lines) in this.wordIndex
 * (5) print to the standard output w + ": " + lines
 */
public void printIndex()

```

**Question 41**

Answer saved

Marked out of 2

Briefly describe an alternative design of class DocIndexer that does not need to include the two operations `getWords` and `getWordPositions`.



An alternative design of the `DocIndexer` class that does not include the `getWords` and `getWordPositions` operations could involve directly accessing the `wordIndex` data structure within the `printIndex` method. Instead of calling the `getWords` and `getWordPositions` methods to retrieve the necessary data, the `printIndex` method could iterate over the entries in the `wordIndex` map and extract the necessary information directly. This would eliminate the need for the two separate operations while still allowing for the printing of the index.

**Question 42**

Answer saved

Marked out of 6

About method `index`: write the code that implements the behaviour description.



```
public void index(String doc) {
 if (doc == null) {
 throw new IllegalArgumentException("doc must not be null");
 }
 String[] lines = doc.split("\n");
 for (int lineNo = 0; lineNo < lines.length; lineNo++) {
 Line l = new Line(lineNo);
 String[] words = lines[lineNo].split("\\s+");
 for (String word : words) {
 if (word.length() > 1) {
 Word w = new Word(word);
 l.addWord(word);
 }
 }
 }
}
```

**Question 43**

Answer saved

Marked out of 2

About method `getWords` : write the code that implements the behaviour description line (2).



```
return new HashSet<>(wordIndex.keySet());
```

**Question 44**

Answer saved

Marked out of 2

About method `getWordPositions` : write the code that implements the behaviour description lines (2-4).



```
Map<Word, List<Integer>> wordPositions = new HashMap<>();
for (Map.Entry<Word, List<Line>> entry : wordIndex.entrySet()) {
 Word word = entry.getKey();
 List<Line> lines = entry.getValue();
 List<Integer> lineNumbers = new ArrayList<>();
 for (Line line : lines) {
 lineNumbers.add(line.lineNo);
 }
 wordPositions.put(word, lineNumbers);
}
return wordPositions;
```

**Question 45**

Answer saved

Marked out of 2

About method `printIndex`: write the code that implements the behaviour description lines (4) and (5).



```
for (Map.Entry<Word, List<Line>> entry : wordIndex.entrySet()) {
 Word word = entry.getKey();
 List<Line> lines = entry.getValue();
 System.out.println(word + ": " + lines);
}
```

**Question 46**

Answer saved

Marked out of 2

DocIndexer depends on Line because:

Select one:

- ☒ a. It includes Line as part of its design.
- ☐ b. It references the attribute Line.words.
- ☐ c. Its main method takes a Line object as input.
- ☐ d. It needs to invoke a Line's method.

**Question 47**

Answer saved

Marked out of 2

Which of the following dependencies in the diagram can be replaced by a weak dependency:

Select one:

- ☐ a. association (WordIndex, Word).
- ☐ b. association (Line, Word).
- ☒ c. association (WordIndex, Line).

**Question 48**

Answer saved

Marked out of 2

Word can be replaced by the Java's String class:

Select one:

- ☐ a. False.
- ☒ b. True.

