Test 1 (Lab Test) Guidelines

**CS401 -Modern Programming Practices**

1. Bring a pencil, eraser, and a well-rested, well-nourished, coherent, alert, brain.
2. We follow DE test rules:
   1. No translation devices
   2. No cell phones (calls, messages, time, etc.)
   3. Once you have seen the exam you cannot leave the room until you hand it in.
   4. The test must be turned in by 12:00 noon.
   5. Any cheating results in zero points for the whole test
3. You can ask for clarification of the question but do not ask me to evaluate your answer during the test.
4. There will be one or more problem description(s). You will create at least one UML diagram for the problem (class, sequence, or object diagrams.) We show inheritance, implementation of interfaces, associations with cardinality, direction, and labels. We show aggregation and composition as needed from our problem description.
5. There may be parts of the design (for example showing polymorphism) that require some Java code /Java pseudo-code snippets.
6. Our sequence diagrams conventions are:
   1. Start the sequence diagram with an actor initiating the use case action
   2. The actor communicates with a UI class of some type, the UI class communicates with a Controller class which will then communicate with the domain classes that have been identified.
   3. If we need to create a new object (a domain class of some type) we show the new() as the message type.
   4. All objects along the top of the diagram
   5. Show the messages/method calls between the objects
   6. Make the object active when it is receiving/sending messages or executing a method
   7. You do not need to show all returns, but show enough to clarify the flow
   8. You can add comments to clarify iterations, conditionals/ success cases, or return values
7. Our class diagrams should match our sequence diagram objects. A class for every unique object, a class method for every message called for an object in the sequence diagram.