

## Polls



Multiple Choice

What is the generalisation relationship in a class?

- A** a class as a part of or subordinate to another class
- B** the lifetime of the part class is dependent on the lifetime of the whole class
- C** is a relationship in which one model element is based on another model element

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Multiple Choice

What is the aggregation relationship in a class?

- A** a class as a part of or subordinate to another class
- B** the lifetime of the part class is dependent on the lifetime of the whole class
- C** is a relationship in which one model element is based on another model element

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Multiple Choice

What is the composition relationship in a class?

- A** a class as a part of or subordinate to another class
- B** the lifetime of a class is dependent on the lifetime of another class

**C** is a relationship in which one model element is based on another model element

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Multiple Choice

What is the purpose of using a control class?

**A** mediate between boundary and entity classes

**B** controls how an action is responded

**C** provides some level of security to the entity class

**D** all of the above

**E** none of the above

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Multiple Choice

In a sequence diagram, can we send the messages from entities to the boundary?

**A** Yes

**B** No

**C** I don't know

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Multiple Choice

In a sequence diagram, can we send the messages from boundary to the actor?

**A** Yes

**B** No

**C** I don't know

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Multiple Choice

In a state diagram, what is an action for?

**A** is a label that tells what an object will do with transiting into next state

**B** is a label that tells what an object will do when in the current state

**C** A and B are correct based on where the action is placed

**D** None of the above

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Multiple Choice

In a state diagram, what is a guard used for?

**A** logical expression evaluated dynamically based on some input

**B** arithmetic expression evaluated dynamically based on some input

**C** both are correct

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## Multiple Choice

In a state diagram, what does an arrow indicate?

**A** event

**B** action

**C** guard

**D** transition

**E** all of the above

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