

CS 4330

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Quiz 01

There are 10 questions. Answer all the questions and then click the Submit button at the bottom.

Question 1

Which of the following is NOT a correct description of the UML class diagram?

- ☐ It is the most important and most widely-used diagram among UML diagrams.
- ☐ It models data, entities and static structures.
- ☐ It models classes and their relationships.
- ☒ It models the control flow of a system.

Question 2

A UML class diagram can also document a detailed design of a software system. Which of the following is less likely to be a detailed design decision?

- ☒ Names and multiplicities of associations
- ☐ Signatures of attributes and operations
- ☐ Visibilities of attributes, operations, and association ends
- ☐ Role names of associations
- ☐ Directions (or navigability) of associations

Question 3

It represents a general binary relationship between classes and is commonly implemented as direct or indirect references between classes.

- ☐ Generalization and specialization
- ☐ Realization
- ☐ Dependency
- ☒ Association

Question 4

A(n) is a special form of an association representing a *has-a* or *part-whole* relationship. There is no lifetime dependency between the whole and the part; they can exist independently, and the part may be shared by multiple wholes.

Question 5

One key characteristic of an object-oriented application framework is the in which custom-written code receives the flow of control from a generic framework. In traditional programming, the custom code calls a generic, reusable library class, but in framework-based programming, it is the framework that calls the the custom code.

Question 6

The Java GUI framework consists of several types of classes including all of the following EXCEPT:

- ☐ GUI components (or widgets)
- ☐ Layout managers
- ☐ Events and event listeners
- ☐ Graphics and imaging classes
- ☒ Collection classes

Question 7

All of the following are commonly used AWT/Swing layout managers EXCEPT:

- ☐ BorderLayout
- ☐ FlowLayout
- ☐ GridBagLayout
- ☒ ConstraintLayout

Question 8

A GUI component communicates with the rest of a system through a(n) , which represents a user input or an action. A *listener* is an object that receives and processes it.

Question 9

A JButton object generates an ActionEvent event when it is clicked, and the listener interface to listen to this event is .

Question 10

Most GUI frameworks are single threaded.

- ☒ True
- ☐ False

Submit