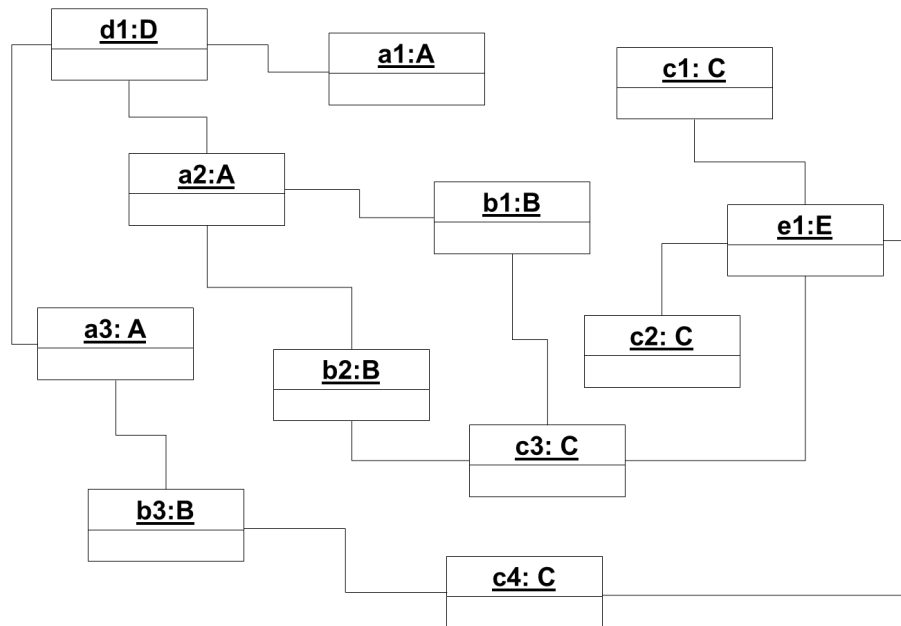


**Question 1 (10 marks)**

Given the following object diagram, is it possible for class B to be an **association class**? State your reason for why class B is or is not an association class.



***Question 2 (10 marks)***

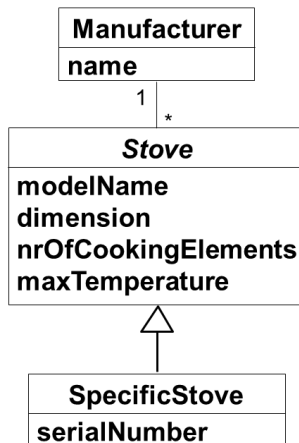
Describe each of the ***three checks for proper generalization*** in one sentence. In addition, give two examples for each check: one that passes the check and one that fails the check.

**Question 3 (10 marks)**

Abstractions help software engineers deal with complexity because one can reason about a simplified representation instead of the full details. Explain three examples of **abstractions** in object-oriented systems in one sentence each.

**Question 4 (10 marks)**

Why is the following solution inappropriate? State the correct solution for this problem.



**Question 5 (10 marks)**

Explain the differences and similarities of an **association**, an **aggregation**, and a **composition** in a few sentences.

**Question 6 (10 marks)**

In one or two sentences, explain the basic principle Umler is using to ensure **referential integrity** when generating Java code. In addition, illustrate this basic principle with an example. (note: you do not have to draw a sequence diagram for the example – explain the example in words)

**Question 7 (10 marks)**

Explain **two additional properties** that can be specified for **attributes** in Uml in one or two sentences each.

**Question 8 (10 marks)**

Explain the differences and similarities of an **attribute**, an **association**, an **instance variable**, a **class variable**, and a **field** in a few sentences.

**Question 9 (10 marks)**

Describe each of the following two key concepts of object orientation with one or two sentences: **identity** and **polymorphism**.

**Question 10 (10 marks)**

Describe in one sentence what the **intension** of a concept is. Describe in one sentence what the **extension** of a concept is. In addition, give an example to explain intension and extension.