14:00-17:00

November 28, 2016

Exam Hall Central Block

EXAMS OFFICE USE ONLY

University of the Witwatersrand, Johannesburg

| Course or topic No(s) | COMS 3009 | |
|--|---|--|
| Course or topic name(s) Paper Number & title | Software Design | |
| Examination to be held during the month(s) of | November, 2016 | |
| Year of study | 3 | |
| Degrees/Diplomas for which this course is prescribed | BSc | |
| Faculties presenting candidates | Science | |
| Internal examiner(s) | Dr. Terence van Zyl | |
| External examiner(s) | Prof. Stefan Gruner | |
| Special materials | | |
| Time allowance | 180 minutes | |
| Instructions to candidates | This is a closed book, closed notes examination. Answer as many questions in the answer book as you can. Calculators are permitted. | |

University of the Witwatersrand, Johannesburg



School of Computer Science and Applied Mathematics

Software Design

BSc Undergraduate COMS 3009

FINAL EXAM

DATE: November 28, 2016

TIME: 14:00-17:00

ASSESSOR(S):

Dr. Terence van Zyl

DURATION - 180 minutes

MARKS - 90

NUMBER OF PAGES: 5 PAGES INCLUDING FRONT PAGE

INSTRUCTIONS

- This is a closed book, closed notes examination.
- Answer as many questions in the answer book as you can.
- Calculators are permitted.

| 1. Answer the following short questions. | |
|---|-------------------------|
| (a) Why would we say that software is complex but not complicated? | |
| (b) What are the three different types of requirements that can be gathered? | |
| (c) Name three non-functional requirements? | |
| (d) What is the role of UML? Give one benefit of UML over more adhoc processes. | |
| (e) What is a design Pattern? | |
| (f) What is an Anti-Pattern? | |
| (g) What is the role of Acceptance Tests? | |
| (h) Difference between Analysis and Specification of requirements? | |
| (i) What is the difference between test coverage and code coverage? | (2) |
| Т | otal for Question 1: 19 |
| 2. Compare the Waterfall, Iterative and Incremental and Agile methods. | |
| | Total for Question 2: 3 |
| 3. Name a set of use cases/actors and draw a use case diagram for the following user story. | |
| "As an authenticated student, I can see whether I will be accepted into gramme based on my matric marks stored in the GED Mark System." | the pro- |
| Total for Question 3: 6 | |
| 4. Fill in as much as possible of a use case specification for the user story below. | (8) |

"As a tenant, landlord or auto-lock timer, I would like to be able to lock the door if it is closed. If it is not closed I should be signalled and given a chance to close it so that it can be locked."

Here is the schema for a use case specification.

Schema for Detailed Use Cases

Use Case UC-#: Name / Identifier [verb phrase] Related List of the requirements that are addressed by this use case Requirements: Initiating Actor: Actor who initiates interaction with the system to accomplish a goal Actor's Goal: informal description of the initiating actor's goal Participating Actors that will help achieve the goal or need to know about the Actors: What is assumed about the state of the system before the interaction Preconditions: starts What are the results after the goal is achieved or abandoned; i.e., what must be true about the system at the time the execution of this Postconditions: use case is completed Flow of Events for Main Success Scenario: I. The initiating actor delivers an action or stimulus to the system (the arrow Indicates the direction of interaction, to- or from the system)
 The system's reaction or response to the stimulus; the system can also send a message to a participating actor, if any Flow of Events for Extensions (Alternate Scenarios): What could go wrong? List the exceptions to the routine and describe how they are hand led 1a. For example, actor enters invalid data 2a. For example, power outage, network failure, or requested data unavailable

The arrows on the left indicate the direction of interaction: -- Actor's action; -- System's reaction

Total for Question 4: 8

5. Give the following components in an invoicing system:

(10)

- 1. User Interface for Iphone
- 2. User Interface for Android
- 3. Customer Resource Management (CRM) Component uses Oracle
- 4. Billing Component uses MySQL
- 5. SMS Notification Component that is triggered by the billing component
- 6. Oracle DB Component
- 7. MySQL DB Component

draw a UML component diagram for a layered architecture. There is no need to name your interfaces.

Total for Question 5: 10

6. What is the difference between Architecture and Design?

(4)

Total for Question 6: 4

| 7. | . Explain what is meant by "Architectural Decisions Often Involve Compromise". | |
|-----|--|--------------------------|
| 8. | 8. Compare the following two architectures with respect to the following non-functional requirements. Agility, Deployment, Testability, Performance, Scalability, Development. | |
| | Layered and Mikrokernel | |
| | | Total for Question 8: 6 |
| 9. | What are some characteristics of good software design? | (3) |
| | | Total for Question 9: 3 |
| 10. | What is a Mock object in the context of unit testing? | (4) |
| | | Total for Question 10: 4 |
| 11. | What is Vertical Integration Testing? Use a schematic description. | (8) |
| | | Total for Question 11: 8 |
| 12. | What is the difference between Scrum and Waterfall? | (4) |
| | | Total for Question 12: 4 |
| 13. | For four of the design patterns below. Briefly describe the pattern and why patterns. | y we would use (8) |
| | Constructor Pattern | |
| | Module Pattern | |
| | Singleton Pattern | |
| | Observer Pattern | |
| | Mediator Pattern | |
| | Prototype Pattern | |
| | • Facade Pattern | |
| | • Factory Pattern | |
| | Flyweight Pattern | T 10 0 1 10 0 |
| | | Total for Question 13: 8 |
| 14. | Explain when Not To Use The Factory Pattern? | (4) |
| | | Total for Question 14: 4 |