**Module 1 Review**

**LATEST SUBMISSION GRADE**

83.33%

1.Question 1

Which of these are desirable characteristics of a software design? **Choose the three correct answers.**

**1 / 1 point**



reusability

**Correct**

Correct! Software designers hate to repeat themselves. If code is reusable, then there is less overall coding to do.



tight coupling



flexible

**Correct**

Correct! We strive to make code flexible, which is to say that it can be adapted for new requirements



maintainability

**Correct**

Correct! Code should be maintainable, which means the code can be modified or extended easily.

2.Question 2

Identify two outcomes of the design process.**Choose the two correct answers.**

**1 / 1 point**



design plan



conceptual design

**Correct**

Correct! Conceptual design covers the early part of design, where the problem is translated into a high-level solution.



code implementation



technical design

**Correct**

Correct! Technical design gets even closer to the actual implementation.

3.Question 3

You are writing out a CRC card for a bank machine component. Under which section should you put "Track Cash Remaining."

**1 / 1 point**



Responsibility



Collaborator



Class



Risk

**Correct**

Correct! One of the responsibilities of this bank machine is to track how much money it has left.

4.Question 4

Which two of these are likely to be a part of conceptual design?

**1 / 1 point**



Methods



Abstract data types



CRC Cards

**Correct**

Correct! CRC cards are used to get a sense of the classes, components, etc. that your design may have.



Mockups

**Correct**

Correct! Mockups help the designers decide on relationships between components.

5.Question 5

When during the design process are you likely to produce CRC cards the most?

**1 / 1 point**



conceptual design



after releasing the software



technical design



customer meetings

**Correct**

Correct! CRC cards are most often created and used in conceptual design, especially when the team is almost ready to transition into technical design.

6.Question 6

Which of the following are examples of non-functional requirements? **Choose the three correct answers.**

**1 / 1 point**



availability

**Correct**

Correct! That the functions of the system are available for use is as important as the functions themselves. Remember that the function is the system's reason for being.



purpose



performance

**Correct**

Correct. The speed and responsiveness of a system is often as important as what its actual function is! Remember that the function is the system's reason for being.



security

**Correct**

Correct. The security of a system and how it protects data may be as important as its function. Remember that the function is the system's reason for being.

7.Question 7

Select the three categories of objects generally present in object-oriented software.

**1 / 1 point**



boundary

**Correct**

Correct! Boundary objects typically interface with another system.



tool



control

**Correct**

Correct! Control objects manage the interactions of other objects.



entity

**Correct**

Correct! Entity objects are the backbone of the system, and often correspond to real life objects.

8.Question 8

An object which is responsible for showing data to the user could be considered which category of object?

**0 / 1 point**



boundary



representation



control



entity

**Incorrect**

Incorrect. A user interface is not generally considered a control object.

9.Question 9

You are planning a Professor class as part of your software design. Which of these will you consider a collaborator ? **Choose the two correct answers.**

**1 / 1 point**



Course

**Correct**

Correct! Typically the Professor will have to teach a course, so a course object is likely to be a collaborator.



Teach Course



Track Employment Status



Student

**Correct**

Correct! The student and professor classes will likely be collaborators.

10.Question 10

What is a requirement of this form called? "As a \_\_\_\_, I want to \_\_\_\_, so that \_\_\_\_".

**1 / 1 point**



key concept



user story



entity abstraction



conceptual mockup

**Correct**

Correct! User stories help you to identify the functional requirements of the system.

11.Question 11

You are a programmer creating software for a bank machine system. Which section of a CRC card for the bank machine component will the "User" go into?

**0 / 1 point**



Object



Class



Collaborator



Responsibility

**Incorrect**

Incorrect. A CRC card for a bank machine component would have Bank Machine as its class.

12.Question 12

During conceptual design, you will talk about... **(Choose the three correct answers):**

**1 / 1 point**



mockups

**Correct**

Correct. Mockups are important for customer communication and to start to think about the architecture.



technical diagrams



requirements

**Correct**

Correct! Customer requirements of what the system should be and do are the start for all discussions of the design.



tradeoffs

**Correct**

Correct. Every design decision involves trade-offs, even in the early stages of design.