1. What happens when a superclass is changed?

* All subclasses inherit the change

1. Class diagrams at conceptual level should include?

* Attributes ONLY

Explanation: In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system’s classes, their attributes, operations, and the relationships among objects.

1. Which statements are true for an Actor? *(multi-answer)*

* An actor is a role a user plays with respect to the system
* An actor does not need to be human. A subsystem or external system can be modeled as an actor

1. The following <<include>> relationship means, that \_\_\_\_\_?

* The behavior of B always has to be inserted into the behavior of A

1. The class diagram, component diagram, object diagram and deployment diagram are considered as type \_\_\_\_\_

* Structural diagrams

1. \_\_\_\_\_\_\_\_ implement an object’s behavior.

* Methods

1. Which is an example of a Structural diagram?

* Class diagram

1. The following <<extend>> relationship means, that \_\_\_\_\_?

* A might or might not invoke B

1. Actors in a use case diagram \_\_\_\_\_\_\_?

* Interact with the described system

1. A \_\_\_\_\_\_ models the interaction of information system with its end-users and external systems.

* Use case diagram

1. Which of the following diagram types below is NOT classified as dynamic diagrams?

* Class diagram

1. Which are valid relationships in Use case diagrams? *(multi-answer)*

* Include
* Generalization
* Extend

1. The association between an actor and a use case \_\_\_\_\_\_?

* Another Answer

1. A class diagram describes \_\_\_\_\_\_?

* Shows the static view of a system

1. What are these sections of a Class in Class Diagram called in top to bottom order?

* Class Name, Attributes, Operations