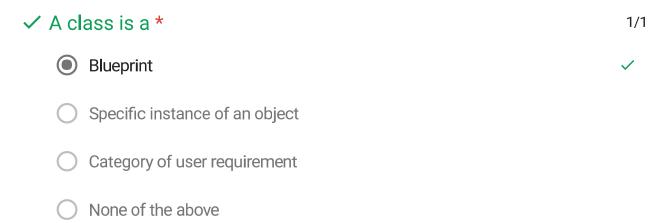# Software Design Lab- Experiment 4

Total points   6/6   ❓

Class and Object Diagram

Section score   6/6

## Batch- Roll No. *

27

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✓ A class is a *                                                                        1/1

- 🔘 Blueprint                                                                              ✓
- ⭕ Specific instance of an object
- ⭕ Category of user requirement
- ⭕ None of the above

✓ In class diagrams, a class is represented with a *                   1/1

- ⭕ Diamond
- ⭕ Human stick figure

○ Ellipse

◉ Rectangle                                                                      ✓

✓ From a class diagram it is evident that *                              1/1

○ All classes work in isolation

○ Each class is related with every other class

◉ Most of the classes are related                                          ✓

○ Class diagram show object interactions

✓ An object can send a synchronous message and multiple         1/1
asynchronous message in parallel *

◉ True                                                                            ✓

○ False

✓ What is multiplicity for an association? *                              1/1

◉ The multiplicity at the target class end of an association is the number of  ✓
instances that can be associated with a single instance of source class

○ The multiplicity at the target class end of an association is the number of
instances that can be associated with a number instance of source class

instances that can be associated with a number instance of source class

○ All of the mentioned

○ None of the mentioned

✓ object diagram is considered as types of *                                    1/1

○ Behavioral Diagrams

◉ Structural diagrams                                                          ✓

○ non-behavioral diagrams

○ None of the mentioned

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