

I neither cheated myself nor helped anyone cheat on this exam.

Below is an use case diagram which describes functionality expected from the system to be developed. Please answer the following questions.

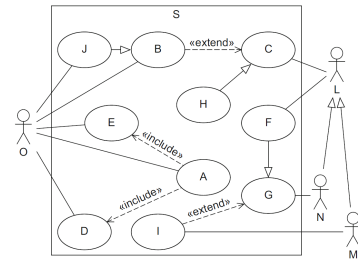


Figure 1: Use Case Diagram

- Answer:**

1. Use case A includes a use case B. Yes.
2. Use case B is in an `extend` relationship with a use case C. Not necessary
3. H inherits from the use case C. Yes.
4. J, B, C, H, F, I

```

sequenceDiagram
    participant Student
    participant Admin as :StudentAdmin System
    participant Database as :Database

    Student->>Admin: register(matNo, exam)
    activate Admin
    Admin->>Database: enter(matNo, exam)
    activate Database
    Database-->>Admin: status = enter: status
    deactivate Database
    Admin-->>Student: 
    deactivate Admin

    alt [status == ok]
        Admin->>Student: register: "ok"
        Student-->>Admin: 
    else [status == waiting list free]
        Admin->>Student: register: "wl"
        Student-->>Admin: 
    else [register on WL == true]
        Admin->>Admin: register(matNo, exam)
        activate Admin
        Admin->>Database: enterWL(matNo, exam)
        activate Database
        Database-->>Admin: enterWL: "ok"
        deactivate Database
        Admin-->>Student: register: "ok"
        deactivate Admin
    else [else]
        Admin->>Student: register: "error"
        Student-->>Admin: 
    end
  
```

The diagram illustrates the exam registration process. It starts with a Student sending a 'register(matNo, exam)' message to the StudentAdmin System. The system then sends an 'enter(matNo, exam)' message to the Database, which returns 'status = enter: status'. The system then checks the status. If 'status == ok', it sends 'register: "ok"' to the Student. If 'status == waiting list free', it sends 'register: "wl"' to the Student. If 'register on WL == true', the system sends 'register(matNo, exam)' to itself, then sends 'enterWL(matNo, exam)' to the Database, which returns 'enterWL: "ok"', and finally sends 'register: "ok"' to the Student. In the 'else' case, the system sends 'register: "error"' to the Student.

Figure 2: Exam Registration

- 3

```

sequenceDiagram
    participant Student
    participant Admin as :StudentAdmin System
    participant Database

    Student->>Admin: register(matNo, examNo)
    Admin->>Database: enter(matNo, examNo)
    Database-->>Admin: status = enter status
    Admin-->>Student: [status == ok]
    alt [status == ok]
        Admin->>Database: register: "ok"
        Database-->>Admin: [status == waiting list free]
    else [status == waiting list free]
        Admin->>Database: register: "wl"
        Database-->>Admin: [register on WL == true]
    else [register on WL == true]
        Admin->>Database: register(matNo, examNo)
        Database->>Database: enterWL(matNo, examNo)
        Database->>Database: enterWL: "ok"
        Database-->>Admin: register: "ok"
    else [else]
        Admin->>Student: register: "error"
    end
end

```

The diagram illustrates the error handling logic for the `register()` method. It shows the interaction between the `Student`, `StudentAdmin System`, and `Database`. The process starts with the `Student` sending a `register(matNo, examNo)` message to the `StudentAdmin System`. The system then sends `enter(matNo, examNo)` to the `Database`, which returns `status = enter status`. The system then checks the status. If the status is `ok`, it sends `register: "ok"` to the `Database`. If the status is `waiting list free`, it sends `register: "wl"` to the `Database`. If the status is `register on WL == true`, it sends `register(matNo, examNo)` to the `Database`, which then performs `enterWL(matNo, examNo)` and `enterWL: "ok"` before returning `register: "ok"` to the system. If none of these conditions are met, the system sends `register: "error"` back to the `Student`. Red 'X' marks indicate error points in the sequence.

Figure 3: Exam Registration

Problem 3. (10 pts)

Below is the UPPAAL model for a light controller which consists of two templates.

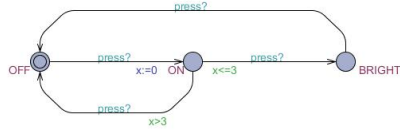


Figure 4: Light Model



Figure 5: Button Model

Determine whether the properties below are True or False, and briefly explain your choices.

- (2 pts) $A[]$ not deadlock
- (2 pts) $E[]$ Light.OFF
- (2 pts) $E<> (Light.ON \text{ and } Light.x>3)$
- (2 pts) $A<> Light.OFF$
- (2 pts) $A<> Light.BRIGHT$

Answer:

- Answer: true
- is it possible that the the light is always OFF. Answer: true, no pressing the button
- it is possible that the light isn't pressed a second time within 3secs after it's turned on.
Answer: true, there is no constraints for pressing the button

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Problem 4. (5 pts)

If we have computational tree like Fig. 6

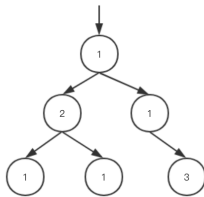


Figure 6: One computational tree

Please 1) describe the meaning of the following TCTLs, 2) determine true or false and 3) explain why.

- (1 pt) $A[] 1$
- (2 pts) $A<> 1$
- (1 pt) $E[] 3$
- (1 pt) $E<> 4$

Answer:

- False. There are 2s and 3s.
- True. Every paths has at least a 1.
- False. There is no paths consist of only 3s.
- False. There is no 4s.

Problem 5. (20 pts)

A test case (also called test vector) is an assignment of values to all program variables at the beginning of the code. Consider the following code segment:

```
IF (A<2) && (B==1)
  THEN X=X/A;
  END;
IF (A>=4) || (X==7)
  THEN X=X-2;
  END;
IF (B<2) && (X<=4)
  THEN X=A;
  END;
```

- (10 points) What is the minimum number of test cases needed for a complete coverage in branch (decision) testing? Provide a complete set of such test cases and justify.

Answer:

Two. There are three branches.

A=1, B=1, X=7 make the three branches, T, T, F.

A=1, B=0, X=2 make the three branches, F, F, T.

Grade Guideline: -3points if the minimum number is wrong.

- (10 points) What is the minimum number of test cases needed for a complete coverage in condition testing? Provide a complete set of such test cases and justify.

Answer:

Two. There are six conditions. One is A=4, B=1, X=7, which makes $A < 2$ false, $x \leq 4$ false, and the other conditions true. The other is A=1, B=2, X=1, which makes $A < 2$ true, $x \leq 4$ true, and the others false. and other conditions false.

Grade Guideline: -3points if the minimum number is wrong.

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8

Problem 6. (10 pts)

For the following program and corresponding data flow diagram, please write down All-p-use with respect to variable Y.

```

1. Input(X,Y)
2. While(Y>0) {
3.     if(X>0)
4.         Y:=Y-X
5.     else
6.         input(X)
7. output(X,Y)
8. Return

```

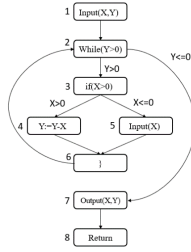


Figure 7: A short program and corresponding Data Flow

Answer:

The complete paths include 1,2,3; 1,2,7; 4,6,2,3; 4,6,2,7;

1→2→7→8;

1→2→3→4→6→2→3→4→6→2→7→8;

Problem 7. (15 pts)

Assume t is a defined clock, there are 6 different UPPAAL models shown in the figure. For each model, write down whether the model has deadlock. For the model(s) you think have deadlock, please explain the reason for deadlock.

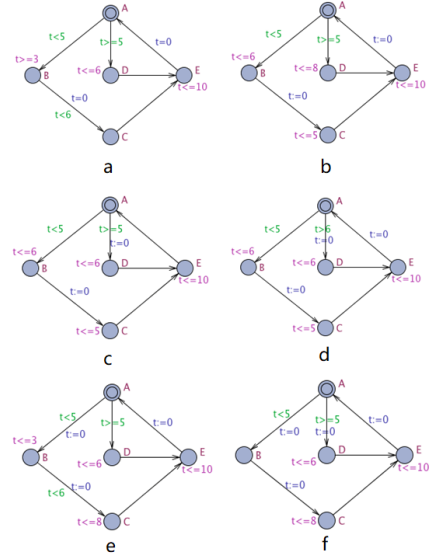


Figure 8: 6 UPPAAL models a-f

Answer:

- A. Yes, A may not be able to enter B
- B. Yes, A may not be able to enter D
- C. No
- D. No

E. Yes, A may not be able to enter B

F. No