OBJECT ORIENTED ANALYSIS AND DESIGN
KEYS

I   Choose the correct alternative

1.   A.

2.   C

3.   B

4.   A

5.   B

6.   D

7.   A

8.   B

9.   D

10.   C

II   Fill in the blanks:

11.   Export interface

12.   Forking.

13.   Stimulus

14.   Behavior.

15.   Logical things.

16.   Process.

17.   Deployment diagram

18.   Generalization.

19.   After.

20.   Synchronization bar.

-oOo-