**Chapter 2: An Overview of UML**

1. What is a model?
   * A. A full system
   * B. A simplification of reality ✅
   * C. A type of UML diagram
   * D. A software program
2. Which process builds models to represent a system?
   * A. Designing
   * B. Coding
   * C. Modeling ✅
   * D. Testing
3. Which of the following is **not** a benefit of modeling?
   * A. Visualization
   * B. Specification
   * C. Documenting decisions
   * D. Replacing coding ✅
4. What does OMT stand for?
   * A. Object Mapping Tool
   * B. Object Modeling Technique ✅
   * C. Object Management Theory
   * D. Open Model Testing
5. **Which model in OMT describes objects and their relationships?**
   * A. Object model ✅
   * B. Dynamic model
   * C. Functional model
   * D. Deployment model
6. Which model does **not** belong to OMT?
   * A. Object model
   * B. Dynamic model
   * C. Deployment model ✅
   * D. Functional model
7. What is the main output of the OOD technique?
   * A. Object Diagram
   * B. Class Diagram ✅
   * C. Use-case Diagram
   * D. Database Schema
8. **Which of the following is included in the Requirements Model of OOSE?**
   * A. Use-case diagram ✅
   * B. Class diagram
   * C. Activity diagram
   * D. Component diagram
9. Why was UML created?
   * A. To eliminate programming languages
   * B. To unify object-oriented modeling techniques ✅
   * C. To replace documentation
   * D. To simplify testing
10. **Which of the following statements about UML is true?**
    * A. UML is a programming language
    * B. UML replaces coding
    * C. UML is used to visualize and document systems ✅
    * D. UML forces a specific development methodology
11. **Which of the following is a correct benefit of using UML?**
    * A. Provides ambiguous system specifications
    * B. Makes it difficult to visualize systems
    * C. Allows specification, simulation, and documentation of a system ✅
    * D. Eliminates the need for system analysis
12. UML is mainly a:
    * A. Programming language
    * B. Modeling language ✅
    * C. Software methodology
    * D. Database
13. UML diagrams are grouped under how many major views?
    * A. 2
    * B. 3
    * C. 5 ✅
    * D. 7
14. Which diagram shows how users interact with a system?
    * A. Class diagram
    * B. Object diagram
    * C. Use-case diagram ✅
    * D. Sequence diagram
15. Which diagram shows the internal states of a system?
    * A. State diagram ✅
    * B. Deployment diagram
    * C. Activity diagram
    * D. Package diagram
16. A **package diagram** is used to:
    * A. Model dynamic behavior
    * B. Organize classes and packages ✅
    * C. Represent database tables
    * D. Connect users
17. What is a **stereotype** in UML?
    * A. A kind of user
    * B. A way to extend UML vocabulary ✅
    * C. A diagram type
    * D. A type of activity
18. What are **tagged values** used for?
    * A. Commenting code
    * B. Providing additional element information ✅
    * C. Deleting diagrams
    * D. Replacing constraints
19. What does an **object diagram** focus on?
    * A. Conceptual design
    * B. Classes and relationships
    * C. Objects and their relationships at an instance level ✅
    * D. User roles
20. Which diagram describes **physical organization** of software?
    * A. Activity diagram
    * B. Deployment diagram ✅
    * C. Class diagram
    * D. Use-case diagram

**Chapter 3: UML and Software Development Process**

1. What does **software analysis** mainly focus on?
   * A. Implementation
   * B. Investigating the problem and requirements ✅
   * C. Coding the system
   * D. Testing
2. During design, emphasis is placed on:
   * A. Understanding user requirements
   * B. Writing source code
   * C. Defining software objects and collaborations ✅
   * D. Final system deployment
3. What is the correct order in the **Waterfall model**?
   * A. Implementation → Analysis → Testing
   * B. Requirements → Design → Implementation → Test → Deployment → Maintenance ✅
   * C. Testing → Deployment → Design
   * D. Requirements → Coding → Testing
4. What is a major **criticism** of the Waterfall process?
   * A. It is too fast
   * B. It welcomes changes easily
   * C. Fixes come very late and are costly ✅
   * D. It requires little documentation
5. In agile development, which principle is **not** emphasized?
   * A. Comprehensive documentation ✅
   * B. Working software
   * C. Customer collaboration
   * D. Responding to change
6. Which of the following is **not** an agile method?
   * A. Scrum
   * B. Waterfall ✅
   * C. Extreme Programming (XP)
   * D. Feature-Driven Development (FDD)
7. Which Agile method uses **sprints** and **daily stand-ups**?
   * A. XP
   * B. Scrum ✅
   * C. Kanban
   * D. Lean
8. Why is early coding and testing beneficial?
   * A. Reduces team productivity
   * B. Increases complexity
   * C. Provides early feedback and reduces risk ✅
   * D. Increases analysis paralysis
9. UML diagrams are used mainly during:
   * A. Requirements analysis only
   * B. Design and analysis ✅
   * C. Testing only
   * D. Deployment only
10. Which diagrams are recommended for both requirements and design phases?
    * A. Use-case and class diagrams ✅
    * B. Deployment and activity diagrams
    * C. State and deployment diagrams
    * D. Activity and object diagrams