Q1

Pick out the aspects from the following that describes the sequences of operations of the system: (i) Control (ii) Object (iii) Instance (iv) External Stimuli

 Correct

1/1

(i) and (ii)

Your Answer

(i) and (iv)

(ii) and (iii)

(ii) and (iv)

Q2

Abstraction means

 Correct

1/1

Your Answer

Focus on essential things

Modeling enterprises

Sharing among classes

Binding data and behavior

Q3

An Implicit one-way transmission of information from one object to another is called as signal:

 Correct

1/1

Your Answer

Signal

Message

Event

Notification

Q4

Multiplicity is based on

X Incorrect

0/1

Class

Objects

Attributes

Your Answer

Relationships

Q5

Which one of the following is not a OO themes?

 Correct

1/1

Your Answer

Synergy

Polymorphism

Abstraction

Encapsulation

Q6

Delegation is used to replace the \_\_\_\_\_\_\_\_\_\_\_ relationship

X Incorrect

0/1

Association

Aggregation

Your Answer

Generalization

Composition

Nested State Diagrams are similar to \_\_\_\_\_\_\_\_\_\_\_.

 Correct

1/1

Functions

Operations

Your Answer

Subroutines

Modules

A signal is an Implicit one-way transmission of information from one object to another

X Incorrect

0/1

Method Invocation

Your Answer

Message Passing

Event Handling

Data Storage

Q9

\_\_\_\_\_\_\_\_\_\_is a minimal set of attributes that uniquely identifies an object or link

 Correct

1/1

Multiplicity

Constraints

Your Answer

Candidate key

Composite key

Q10

An association can not be

X Incorrect

0/1

Unary

Binary

Ternary

Your Answer

Events

Q11

Composition relationship is like

 Correct

1/1

Your Answer

A Car and its Engine

A Library and its Books

A Tree and its Leaves

A Person and their Address

Q12

A state can be defined in terms of a condition that is valid over:

 Correct

1/1

1 hour

2 hours

3 hours

Your Answer

any interval of time

Q13

Which one of the following is a derived data?

 Correct

1/1

Name

Your Answer

Age

Gender

ID

Q14

Link attribute is associated with

 Correct

1/1

Class object

Object attribute

Object operation

Your Answer

Object association

Q15

The class that derived from more than one super class is known as

 Correct

1/1

Association

Aggregation

Dependency

Your Answer

Generalization

Q16

Which one of the following is not association ends?

 Correct

1/1

Multiplicity

Role name

Your Answer

Association name

Qualifier

Q17

OMT stands for

 Correct

1/1

Your Answer

Object Modeling Technique

Object Modeling Terminal

Object-oriented Model Technique

Object-oriented Modern Technique

Q18

OOAD comprised of

X Incorrect

0/1

Object-oriented analysis

Your Answer

Object-oriented design

Object-oriented data

Object-oriented model

Q19

Composition relationship is similar to

 Correct

1/1

Association

Your Answer

Aggregation

Dependency

Generalization

Q20

Choose the grouping constructs in class model

 Correct

1/1

Sheet

Sets

Your Answer

Module

Bags

Q1

Which of the following is a dynamic model that shows how the system interacts with its environment as it is used?

 Correct

1/1

State model

Static model

Domain model

Your Answer

Interaction model

Q2

Actors that are similar to one another can be organized using \_\_\_\_\_\_\_\_\_ hierarchy.

 Correct

1/1

Your Answer

Generalization

Aggregation

Association

Realization

Q3

The order of events in a sequence diagram is determined:

X Incorrect

0/1

By sequence numbers

Your Answer

By the relative position

By following the order of the events

By placing comments

Q4

Which one is redundant classes for ATM problem statement example?

X Incorrect

0/1

Customer

User

Your Answer

Consumer

Holder

Q5

What is multiplicity for an association?

 Correct

1/1

Your Answer

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

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

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

Q6

What are the stages of analysis in OOAD?

 Correct

1/1

Domain analysis

Application analysis

Real world and domain analysis

Your Answer

Domain and application analysis

Q7

Consortium computer and bank computers will be \_\_\_\_\_\_\_\_

X Incorrect

0/1

event driven

procedure driven

internal control

Your Answer

external control

Q8

A single thread of control means

X Incorrect

0/1

Multiple task runs at a time

Only two task runs at a time

Simultaneously runs more than one task

Your Answer

Only one task runs at a time

Q9

Computer systems are designed by

 Correct

1/1

simplifying requirements of system

Your Answer

breaking of the system into smaller self-contained co-operating subsystems

breaking up the systems into independent parts

modular design

Q10

A subsystem of a complex system

 Correct

1/1

should be reusable in other complex system

must not be able to inherit the properties of other subsystems

Your Answer

must have clearly specified responsibilities

must know the stimuli to which it should respond

Q11

While examine the each state model, we should ask some questions towards in the form of correctness.

 Correct

1/1

are all the states connected?

is there a lack of attributes, operations and associations on a state?

Your Answer

is there a path from the initial state to the final state?

is there any ternary associations relationships?

Q12

Pict-out the odd one from the following: (a) Atomic computation-Action states (b) Object-Sending signal (c) FORK-2 or more incoming transitions and one outgoing transitions (d) Swimlane-partition the activity states

 Correct

1/1

a,b,d

b,c,d

Your Answer

c

a,b,c,d

Q13

Continuous transformation performs \_\_\_\_\_\_\_

 Correct

1/1

sequential computation

Your Answer

outputs actively depend on changing inputs

interactions between the system and outside

tracks real-world objects

Q14

Common aspects of existing classes into a superclass means:

 Correct

1/1

Your Answer

Generalization

Specialization

Generalization and specialization

Enumeration

Q15

Analysis is not a \_\_\_\_\_\_

 Correct

1/1

Real world process

Your Answer

Mechanical process

Productive process

Descriptive process

Q16

select suitable handling boundary conditions for system design

X Incorrect

0/1

Your Answer

Initialization

Concurrent control

Termination

Failure

Q17

\_\_\_\_\_\_ is a sequence of events among a set of interacting objects.

 Correct

1/1

state

transition

Your Answer

scenario

scene

Q18

Waterfall model is a \_\_\_\_\_\_ model.

 Correct

1/1

Your Answer

Predictive development

Descriptive development

Objective development

Class based development

Q19

For multiplicity, many is there a way to pick out unique values when needed?

 Correct

1/1

Your Answer

Distinct

Sorting

Set

Fillter

Q20

Why do we need refine the classes?

 Correct

1/1

capture constraints

Your Answer

cleaner and coherent model approach

identify individual behaviors

list out under control of the application

Q1

Pick out the specific ways you want to handle ON DELETE, ON UPDATE from the following:

 Correct

1/1

Your Answer

ON DELETE RESTRICT, ON UPDATE CASCADE

ON UPDATE CASCADE

ON DELETE RESTRICT

ON UPDATE RESTRICT

Q2

A subclass inherits all the members of its parent class and may add methods of its own referred by:

 Correct

1/1

Polymorphism

Your Answer

Specialization

Generalization

Overriding

Q3

A package forms a

 Correct

1/1

class

interface

Your Answer

namespace

all of the mention

Q4

\_\_\_\_\_\_\_\_\_\_\_ is used to represent a design pattern

 Correct

1/1

class

Your Answer

framework

package

mechanism

Q5

What do methods provide in programming?

 Correct

1/1

Only data storage

Your Answer

A protocol for obtaining services

Only algorithm implementation

User interface design

Q6

C++ was created at \_\_\_\_\_\_\_\_\_\_\_\_

 Correct

1/1

Sunmicro systems

Your Answer

AT&T Bell Labs

Microsoft

Yahoo

Q7

Which of the following is true regarding state chart diagrams?

X Incorrect

0/1

They cannot include any textual annotations

They only focus on transitions without notes

Your Answer

They may contain notes and constraints for clarity and rules.

They represent static relationships only.

Q8

Graphically, a package is rendered as a

 Correct

1/1

rectangle

circle

Your Answer

tabbed folder

Cicle

Q9

What is the purpose of an interface in programming?

X Incorrect

0/1

Your Answer

To provide a contract for classes to implement

To provide a user interface

To enforce coding standards

To simplify code structure

Q10

Processes and threads are rendered as stereotyped

 Correct

1/1

instance

Your Answer

active classes

interface

package

Q11

\_\_\_\_\_\_\_\_\_\_ is used to identify an object.

X Incorrect

0/1

Your Answer

An Object Identifier

Program ID

Object name

Class name

Q12

In the context of generalization, how are existing classes referred to?

 Correct

1/1

Child classes

Your Answer

Base or parent classes

Abstract classes

Interface classes

Q13

The subtype table contains a foreign key that refers to which of the following?

 Correct

1/1

Itself

Your Answer

The primary key of the superclass table

The primary key of another subtype table

A global key

Q14

Enforce foreign keys in tables for proper \_\_\_\_\_\_\_

 Correct

1/1

Your Answer

Deletion

Insertion

Modification

Structure

Q15

In object-oriented design, what is the main advantage of using inheritance?

X Incorrect

0/1

Your Answer

Code reuse

Encapsulation

Polymorphism

Inheritance

Q16

State chart diagrams are important for modeling the \_\_\_\_\_\_\_\_\_\_ aspects of systems.

 Correct

1/1

static

functional

Your Answer

dynamic

structural

Q17

What do methods provide in programming?

 Correct

1/1

Only data storage

Your Answer

A protocol for obtaining services

Only algorithm implementation

User interface design

Q18

\_\_\_\_\_\_\_\_\_ allow better storage and processing efficiency.

 Correct

1/1

Floating-point numbers

Integer

Booleans

Your Answer

all the mention

Q19

Which of the following is NOT a characteristic of interfaces?

 Correct

1/1

They can extend other interfaces.

Your Answer

They can have member variables with implementations.

They can include default methods

They facilitate polymorphism.

Q20

Which of the following is not a feature of Java?

 Correct

1/1

Your Answer

Multiple inheritance

Static typing

Memory management

Thread safety