

CS5617 Software Engineering: Sample quiz

Total: 15 marks

Time: 50 minutes

Question #1: (10 marks)

For the design patterns code sample that we discussed in class.

1. Please draw the module diagram. *(3 out of 10 marks)*
2. Please draw the class diagram for the various types in the project. *(4 out of 10 marks)*
3. Please draw the activity diagram. *(3 out of 10 marks)*

Question #2: (2 marks)

In a WPF project that uses MVVM pattern – mention how a ViewModel notifies a View to refresh the rendering after the ViewModel has updated a property named “ReceivedText”.

Question #3: (3marks)

Let us say module A depends on module B. How can module B notify module A?

1. Just name the design pattern. *(1 out of 3 marks)*
2. What is the substitute technique in C# with which module B can notify module A - without using an interface based design pattern referred to above? *(1 out of 3 marks)*
3. How could you achieve #2 in a language like C? *(1 out of 3 marks)*