

BSCS V- SOFTWARE ENGINEERING QUIZ – FALL 2017

TIME: 25 MINUTES

MARKS 30+10 = 40

READ THE SCENARIO BELOW AND DRAW ITS COMPLETE STATE MACHINE DIAGRAM. AT THE END MAKE A TRUTH TABLE SHOWING DIFFERENT STATES.

**USE CASE SCENARIO FOR STATE MACHINE**

The **ShoppingCart** object can be in three states: “Empty”, “Ready for Check Out”, and “Checking Out”. The **ShoppingCart** starts in the Empty state.

When a user adds an item, the **ShoppingCart** will transit to the “Ready for Check Out” state. The Shopping cart will continue to be in this state while more items are added.

The **ShoppingCart** will transit to “Checking Out” state when the user is checking out the items in the cart.

Once the user finishes checking out, the **ShoppingCart** will transit back to the “Empty” state

**Answer: State Machine**

Draw table on back side of this page.

solution File:

