functional cohesion:

we put the codes in many different parts.

When sustainer insert card we just call "insertCard" to perform. when we want to set the cash in ATM machine we just call "set Cash In Machine" to perform.

Others condition is same.

Every part of this code focus on their own function. We just call what we need.

data coupling :

void set ATM State (ATM State new ATM State) {

atm State = new ATM state >

that function need

public void set Cash In Machine (Int new Cash In Machine) {

cash In Machine = new (ash In Machine)

3

System Analysis & Design Final Exam

R10522005

本陸業 川江

6/10/2018

	ons and postconditions can be used to specify dependent in the same class. Please select the right statement for the	
situations.		ic followin
1) To	ensure that we invoke TournamentControl to select sponso	r only one
2) To	assume that the Player is not yet part of the Tournament	of interes
adv	ensure that sponsors cannot be selected before there are vertisers. 3	
	specify how TournamentControl sets the advertisers associated sponsor	ciation who
	ournamentControl::IsPlayerOverbooked(p) pre: o.tournaments->includes(self.tournament)	(1)
	ournamentControl:: selectSponsors (advertisers) post : nament.sponsors->sponsors.equals(advertisers)	(2)
	ournamentControl::selectSponsors (advertisers) pre: estedSponsors->notEmpty()	(3)
	ournamentControl::selectSponsors (advertisers) pre:	(4)

 Please use structure English or java code to describe the following example of an algorithm specification for a "compute-pay" method associated with an hourly employee class. 6% 北珠

12. Please draw class diagram to explain the following multiple inheritance examples.

(Note: you are not allowed to use the examples listed in the textbook.) 10%

Two inherited attributes (or methods) have the same name and semantics.

b) Two inherited attributes (or methods) have different names but with identical semantics; that is they are synonyms.

Two inherited attributes (or methods) have the same name but with different semantics; that is, they are homonyms. This also violates the proper use of polymorphism

v polymorphism.

13. Using the steps of normalization, create a model that represents the file of your project in third normal form. Please make necessary assumptions to explain why the tables are related. You need to identify the primary and foreign keys and explain what referential integrity is. 10%

14. We want to map the problem domain classes to RDBMS Schema. Please draw its corresponding diagram. 6%

parking Num
Lisense!

Enter time
Leaving time
payment Type
Fee
space Num
camera Num
hour
Total Fee

9. Given the following code of CheckoutGUI class, please identify its interaction coupling. 6%

```
public class CheckoutGUI {
   DBMgr dbm=new DBMgr ();
   public void process(String[] cnList) {
      for(int i=0; i<cnList.length; i++) {
        Document d=dbm.getDocument(cnList[i]);
      if (d.isAvailable()) {
            Loan l=new Loan(u, d); dbm.saveLoan(l);
            d.setAvailable(false); dbm.saveDocument(d);
      }
}</pre>
```

- 10. There are six types of interaction coupling including no direct coupling, data coupling, stamp coupling, control coupling, common or global coupling, and content or pathological coupling. Please state the type of interaction for the following situations.

 - 2) The print routine of the customer billing accepts customer data structure as an argument, parses it, and prints the name, address, and billing information.
- 11. There are six types of interaction cohesion including functional, sequential, communicational, procedural, temporal or classical, logical, and coincidental. Please state the type of cohesion for the following situations.

 - 2) A method that updates customer records, calculates loan payments, prints exception reports, and analyzes competitor pricing structures.
 - 3) An object "calculate totals" will keep a running total of the quantity times price subtotal for each item. (ammunicational) 2%

8. Please describe the interaction coupling (LoD) based on the given code as below.

Please also identify the level of cohesion of the class ATMMachine. 10%

```
public interface ATMState {
    void insertCard();
    void ejectCard();
public class ATMMachine {
                          ATMState atmoutOfMoney;
    ATMState hasCard;
                          ATM State atm State :
    ATMState noCard;
    int cashInMachine = 2000;
    boolean correctPinEntered = false;
    public ATMMachine(){
        hasCard = new HasCard(this);
        noCard = new NoCard(this);
        atmontofixoney = new atmontofixoney (this);
       atmState = noCard;
       if(cashInMachine < 0){
            atmState = atmOutOfMoney;
   void setATMState(ATMState newATMState){
       atmState = newATMState;
   public void setCashInMachine(int newCashInMachine){
       cashInMachine = newCashInMachine;
   public void insertCard() {
       atmState.insertCard();
   public void ejectCard() {
       atmState.ejectCard();
```

