

<b>Year</b>	<b>Year 2</b>
<b>Semester</b>	<b>Semester 2</b>
<b>Date of Examination</b>	<b>Tuesday 24<sup>th</sup> May 2011</b>
<b>Time of Examination</b>	<b>12.30pm – 2.30pm</b>

<b>Prog Code</b>	<b>BN002</b>	<b>Prog Title</b>	<b>Higher Certificate in Science in Computing in Information Technology</b>	<b>Module Code</b>	<b>COMP H2031</b>
<b>Prog Code</b>	<b>BN013</b>	<b>Prog Title</b>	<b>B.Sc. in Computing in Information Technology</b>	<b>Module Code</b>	<b>COMP H2031</b>
<b>Prog Code</b>	<b>BN104</b>	<b>Prog Title</b>	<b>B.Sc. (Honours) in Computing</b>	<b>Module Code</b>	<b>COMP H2031</b>

<b>Module Title</b>	<b>Object Oriented Analysis and Design</b>
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**Internal Examiner(s):** *Frances Murphy*  
**External Examiner(s):** *Mr. John Dunnion, Dr. Richard Studdert*

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**Instructions to candidates:**


- 1) To ensure that you take the correct examination, please check that the module and programme which you are following is listed in the tables above.
- 2) This paper contains 4 questions.
- 3) You are required to answer 3 questions (Question 1 and any 2 other questions of your choice).
- 4) Question 1 is compulsory and is worth 40 marks.
- 5) All other questions are worth 30 marks.

**DO NOT TURN OVER THIS PAGE UNTIL YOU ARE TOLD TO DO SO**

## PART A – Compulsory Question

### Question 1

This question is divided into 12 parts, (i) to (xii). Answer **any 10 of the 12** parts. Each part is worth 4 marks.

(i)	Explain the difference between an <b>actor</b> and a <b>use case</b> .
(ii)	Explain, and give an example of, an <b>&lt;&lt;include&gt;&gt;</b> relationship, in a use case diagram.
(iii)	What is the difference between an <b>object</b> and a <b>class</b> in an object oriented system?
(iv)	Distinguish between the terms <b>abstract class</b> and <b>concrete class</b> . Illustrate your answer by means of a class diagram.
(v)	Illustrate the following using a <b>class diagram</b> : <ul style="list-style-type: none"> <li>An organization employs many employees, including sales managers and sales personnel.</li> </ul>
(vi)	Give an example of a <b>generalization</b> . Your example should include at least <b><u>three</u></b> subclasses and <b><u>one</u></b> operation for each class.
(vii)	Draw an <b>activity diagram</b> to capture the following series of events: <ul style="list-style-type: none"> <li>Three days before the flight, my travel agent emails me with a list of required travel documents.</li> <li>If the list is not received by the three day deadline, I cancel the flight.</li> <li>Otherwise: <ul style="list-style-type: none"> <li>Three hours before the flight, I order a taxi.</li> <li>When the taxi arrives, I leave for the airport.</li> </ul> </li> </ul>
(viii)	Identify, and explain, each of the components in the following call message taken from a sequence diagram: <div style="text-align: center;"> <p><i>[!passportOK]processPayment(String name)</i></p>  </div>
(ix)	Describe what a <b>Use Case Specification</b> is. State when and how it is used in the software development life cycle.
(x)	Draw a <b>use case diagram</b> to illustrate the scenario described below. <ul style="list-style-type: none"> <li>A student prepares for their exams by studying the lecture notes.</li> <li>In order to cover the course fully, he must also read texts from the library.</li> <li>Due to unforeseen circumstances e.g. illness, a student may not be able to prepare for their exams.</li> </ul>

**Question 1 continued overleaf**

Question 1 continued	
(xi)	<p>A proposed <b>Product</b> class has the following instance variables:</p> <p style="padding-left: 40px;"><i>productId: Integer</i> <i>productName: String</i></p> <p>Write out the <i>getter</i> and <i>setter</i> methods for these instance variables.</p>
(xii)	<p>A proposed <b>Account</b> class has the following instance variables:</p> <p style="padding-left: 40px;"><i>accountNo: String</i> <i>accountName: String</i> <i>interestRate: Double</i></p> <p>Assume <u>two</u> constructors have been declared in the class, one being the <b>default constructor</b> and the other a <b>user-defined</b> constructor which took three parameters. Write Java code to demonstrate how objects could be instantiated by each constructor.</p>
	<b>Total (40 marks)</b>

**PLEASE TURN OVER FOR PART B**

**PART B - Answer any 2 questions of your choice.**

**Question 2**

(a)	Describe the <b><u>four</u></b> phases of the <b>RUP</b> approach to software development.	<b>(10 marks)</b>
(b)	List <b><u>4 reasons</u></b> why 80% of software projects fail or are never delivered.	<b>(4 marks)</b>
(c)	State <b><u>6 reasons</u></b> why developing UML models of a software system aid the development of better quality software.	<b>(6 marks)</b>
(d)	Represent the following scenario in <b><u>two</u></b> ways, as a: (1) <b>Sequence Diagram</b> , and a (2) <b>Collaboration Diagram</b>  <ul style="list-style-type: none"><li>• A user puts bread into the toaster and moves it down with the slider.</li><li>• This is the signal for the electric heater is be switched on.</li><li>• An internal timer is then set for toasting the bread.</li><li>• When the heating time has elapsed, the heater is turned off and the toast pops out of the toaster.</li></ul>	<b>(10 marks)</b>
		<b>Total (30 marks)</b>

## Part B - Question 3

(a)	<p>Consider the following scenario: <i>musicNow</i> is a digital music company that operates entirely on the web.</p> <ul style="list-style-type: none"> <li>• Customers browse the catalogue for songs they want, add them to their basket, and proceed to a secure checkout area.</li> <li>• The checkout process involves, for first time users, registering their username, password, delivery address, and credit card details.</li> <li>• For subsequent visits, this information can be retrieved using the original username and password.</li> <li>• Once a customer's payment has been accepted, the music files purchased become available to download from the user's on-line account for a period of 7 days.</li> <li>• Items are charged to the customer on a per-song basis; a database of current prices is maintained by the company with price changes made at the request of the record companies (suppliers).</li> <li>• A large number of record companies provide songs for <i>musicNow</i>.</li> <li>• Each record company has an individual contract with <i>musicNow</i>, stating the commission they will earn for each song sold on the web site.</li> </ul> <p>Draw a <b>use-case</b> diagram to show the roles of <b>two</b> actors only: <i>customer</i> and <i>record company</i>.</p>	(15 marks)
(b)	<p>Consider the following library system:</p> <ul style="list-style-type: none"> <li>• A library has books, videos and cds which it loans to its library members.</li> <li>• All library material has a unique id number and title. In addition, books have one or more authors, videos have one producer and one or more actors, while cds have one or more artists.</li> <li>• The library holds one or more copies of each library item (book, video or cd).</li> <li>• Copies of all library material can be loaned to library members. Reference-only material is loaned for two hours only.</li> <li>• Other material can be loaned for two weeks.</li> <li>• For every loan, the library records the library member's name, the loan date and time, and the return date and time.</li> <li>• For members, the library records their name, address and phone number.</li> </ul> <p>Draw a <b>class diagram</b> for the description above. Make sure to show attributes, multiplicities, and inheritance / aggregation / composition, where appropriate. There is no need to show any operations.</p>	(15 marks)
Total (30 marks)		

### Part B - Question 4

(a)	<p>Draw a <b>sequence diagram</b> to represent the following scenario:</p> <p>A student can perform a math test on a website.</p> <ul style="list-style-type: none"> <li>• The student begins by logging in (assume they have previously registered).</li> <li>• Each question is presented on the screen, one question at a time.</li> <li>• The student answers each question and the system checks if the question has been answered correctly.</li> <li>• The student is informed of the correct answer before continuing on to the next question.</li> <li>• The system keeps a running score of each correct answer and at the end of the test, the student is shown their score.</li> <li>• At that stage, they can choose to continue to the next test in the series or they can retake the current test.</li> </ul>	(8 marks)
(b)	<p>Draw a <b>state chart diagram</b> that specifies the following dialogue structure for a login session.</p> <ul style="list-style-type: none"> <li>• The session begins when a user clicks on a login button.</li> <li>• Then the session prompts the user for their username and password, checks that the user has authorisation and then logs them in.</li> <li>• If there is problem with the username or password, the user is given one more chance to input a valid username and password, otherwise the program goes into a 10-minute time-out and then returns to idle mode.</li> <li>• While the user is logged in, he is allowed to run particular programs by clicking on appropriate buttons.</li> <li>• When the user clicks the “log out” button, the session terminates.</li> </ul>	(10 marks)
(c)	<p>Draw a partitioned <b>activity diagram</b>, which includes <b>swimlanes</b>, of the following warehousing system:</p> <ul style="list-style-type: none"> <li>• Orders are received in the Ordering Department and items on the orders are checked for availability.</li> <li>• If all items are available, the order is passed to the Picking Department for picking the physical items from the shelves and then onto the Dispatch Department from which a despatch note will be generated.</li> <li>• If some items are not available, then the order goes back to the Ordering Department until the missing items are delivered. Then it is passed onwards, as described above.</li> <li>• If a missing items is delayed in coming in, the customer may cancel the order.</li> <li>• When the order is finally delivered, the Ordering Department is informed so that the order can be closed.</li> </ul>	(12 marks)
Total (30 marks)		