

SCHOOL OF INFORMATION TECHNOLOGY & ENGINEERING

QUIZ-I

Programme : B.Tech Slot: B2+TB2

Course Title: Object Oriented Analysis and Design

Course Code: ITE301

Max. Marks: 05Duration: 10MinName of the student:Date: 30.01.2015

Register number:

Mark your answers in the table given below:

Question	1	2	3	4	5
Answer	A	D	В	A	В

- 1. Which of the following statement is true concerning objects and/or classes?
 - A. An object is an instance of a class.
- C. An object includes encapsulates only data.
- B. A class is an instance of an object.
- D. A class includes encapsulates only data.
- 2. Inheritance in object-oriented modelling can be used to
 - A. generalize classes

C. create new classes

B. specialize classes

- D. generalize and specialize classes
- 3. In an object-oriented system everything is an _
- and each is responsible for itself.

A. Entity

C. Lists

B. Object

- D. Interface
- 4. The object-oriented development life cycle is which of the following?
 - A. Analysis, design, and implementation steps in the given order and using multiple iterations.
 - B. Analysis, design, and implementation steps in the given order and going through the steps no more than one time.
 - C. Analysis, design, and implementation steps in any order and using multiple iterations.
 - D. Analysis, design, and implementation steps in any order and going through the steps no more than one time.
- 5. Given a word statement of a problem potential objects are identified by selecting
 - A. verb phrases in the statement
- C. adjectives in the statement
- B. noun phrases in the statement
- D. organizing the statements
- 6. **COLLABORATION** collection of UML building blocks that work together to provide some functionality within the system.
- 7. **SEQUENCE** and **COLLABORATION** are termed as interaction diagrams.
- 8. **INCEPTION** is the first phase of Software Development Life Cycle.
- 9. Use case diagram is one among the behavioral diagram [True / False]
- 10. Define UML?

UNIFIED MODELING LANGUAGE IS A LANGUAGE WHICH IS USED TO VISUALIZE, SPECIFY, CONSTRUCT AND DOCUMENT THE ARTIFACTS OF SOFTWARE SYSTEMS.

*** All the Best ***



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Answer	В	A	В	D	В

- 1. Which of the following represents an abstract class?
 - A. A class that has direct instances, but whose descendants may have direct instances.
 - B. A class that has no direct instances, but whose descendants may have direct instances.
 - C. A class that has direct instances, but whose descendants may not have direct instances.
 - D. A class that has no direct instances, but whose descendants may not have direct instances
- 2. Given a word statement of a problem potential objects are identified by selecting
 - A. noun phrases in the statement

B. adjectives in the statement

C. verb phrases in the statement

- D. organizing the statements
- 3. When a subclass is created using inheritance the resulting class
 - A. may have only attributes of parent class
 - B. may have new attributes and new operations in addition to those of the parent class
 - C. may have new operations only in addition to those in parent class
 - D. may have only operations of parent class
- 4. In an object-oriented system everything is an _____ and each is responsible for itself.
 - A. Entity

B. Lists

C. Interface

D. Object

- 5. Attributes are assigned value
 - A. when operations are performed on an object
- B. when instances of objects are defined

C. when classes are identified

- D. when methods are invoked
- 6. **SEQUENCE** and **COLLABORATION** are termed as interaction diagrams
- 7. **CONSTRUCTION** is the third phase of Software Development Life Cycle
- 8. **INTERFACE** a collection of operations that specify the services rendered by a class or component.
- 9. Class Diagram is one among the behavioral diagram [True / False]
- 10. Define UML? UNIFIED MODELING LANGUAGE IS A LANGUAGE WHICH IS USED TO VISUALIZE, SPECIFY, CONSTRUCT AND DOCUMENT THE ARTIFACTS OF SOFTWARE SYSTEMS.