OOP-SW-ESPE-2022-7996-Exam1

40 respuestas

Enter your Full Name: LastName FirstName MiddleName, for example: Lascano Jorge Edison

40 respuestas

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Bazurto Christopher Amek

Lasluisa Erick Alexander

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Añasco Silvia Ivón

Drouet Stephen David

Aldaz Bernardo Andre

Suquillo Martín Miloslav

17

Salazar César Augusto

Barrionuevo Lindsay Domenique

Yaranga Leonardo Javier

Quiroga Francisco Sebastian

Rivadeneira Dennis Ariel

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Andrade Luis Alejandro

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Enter your number on the roster (your list number)   📋 Copiar

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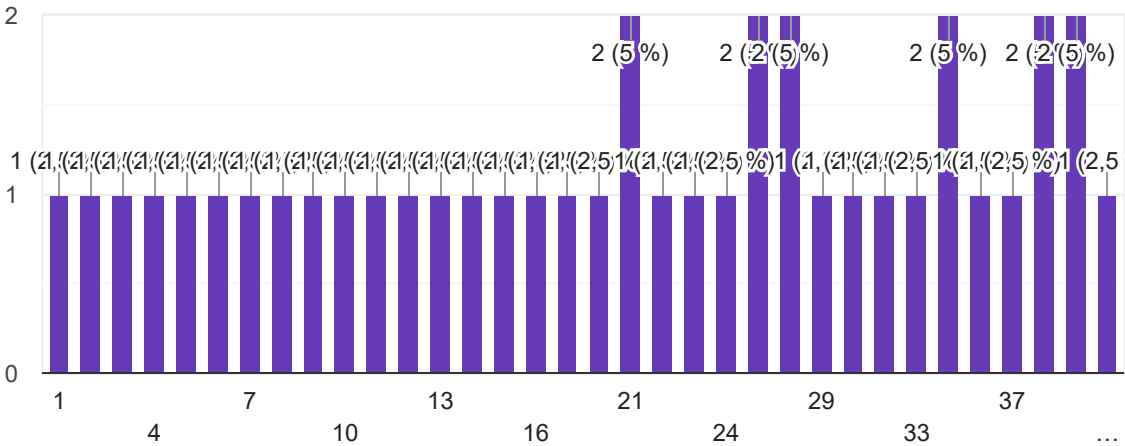
Did you read the directions. If not, please do it. Por favor, lea las indicaciones antes de empezar su examen. Please make sure that your computer is plugged in and your Internet is OK Por favor asegúrese de tener electricidad conectada a su computadora. Y el Internet en buen estado.
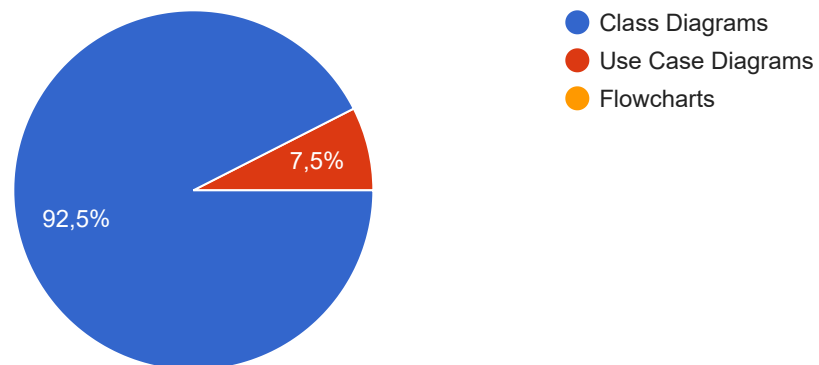
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40 respuestas

- ● Yes
- ● No

100%
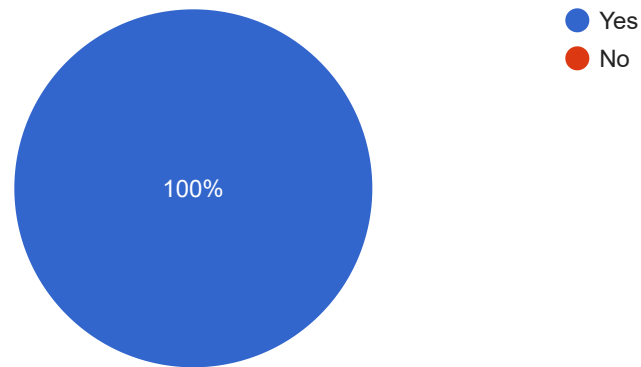
OOP Fundamentals (10 minutes)

1. It is used to model the structure of objects in the system

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- ● Class Diagrams
- ● Use Case Diagrams
- ● Flowcharts

7,5%

92,5%

2. Hiding of design decisions inside software appropriate components

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40 respuestas

- ● Encapsulation
- ● Abstraction
- ● Inheritance

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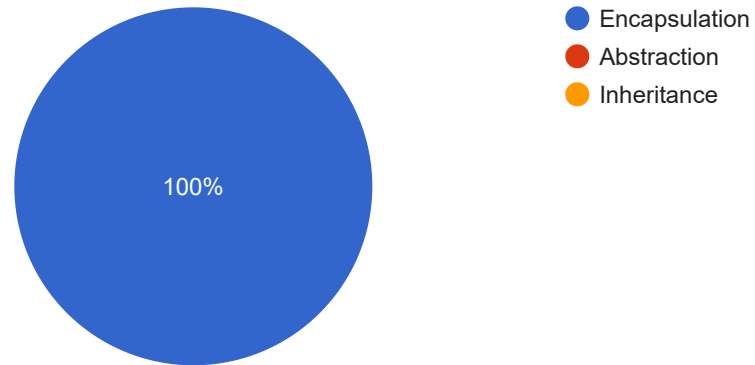
3. An object includes another object as subpart of it

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40 respuestas

- ● Aggregation
- ● Dependency
- ● sub-object

42,5%

52,5%
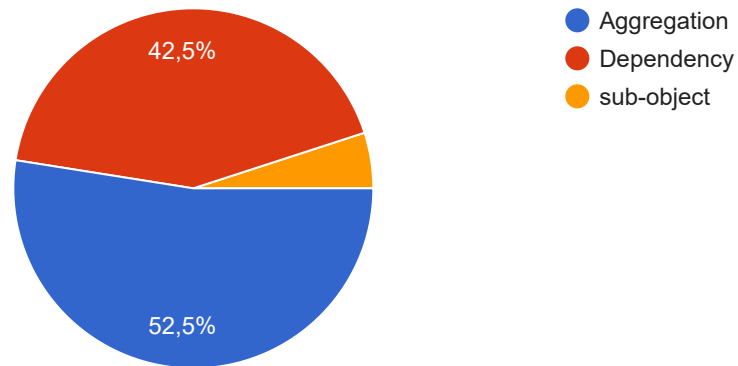
4. Leave unnecessary definitions out of the system implementation

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- ● Abstraction
- ● Encapsulation
- ● Objects

92,5%

5. A class is composed of

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- ● Attributes and variables
- ● attributes and methods
- ● functions and methods

97,5%
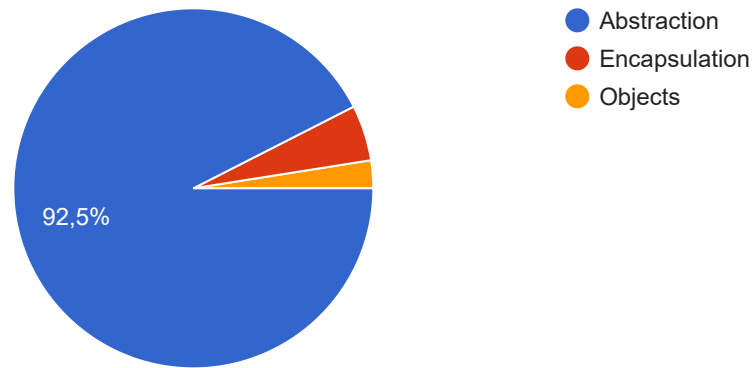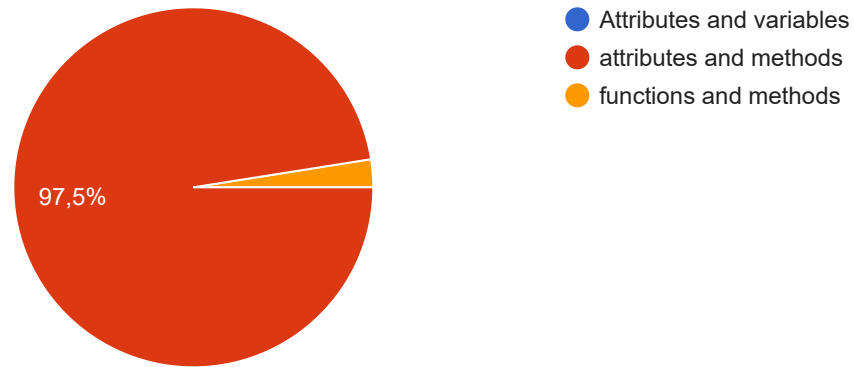
6. The parent of all the classes in Java is known as

Copiar

40 respuestas

- ● Object
- ● Class
- ● object
- ● class

15%

75%
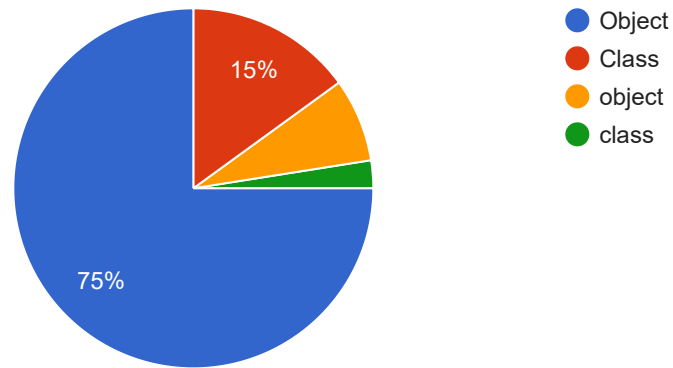
7. The creator of the Java Programming Language is

Copiar

40 respuestas

- ● Oracle
- ● Duke
- ● James Gosling

97,5%
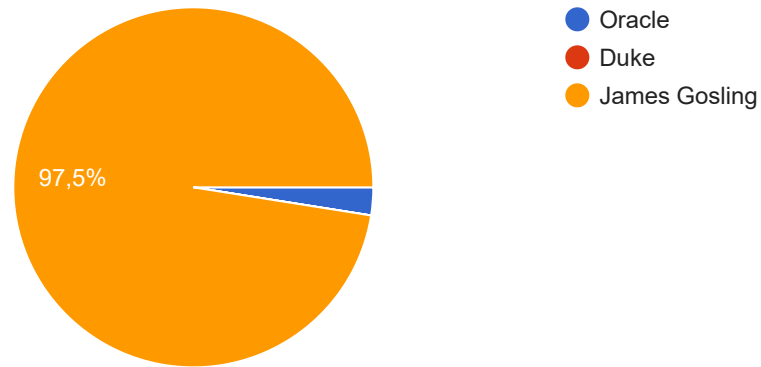
8. Encapsulation is implemented by the keyword

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40 respuestas

- 🔵 public
- 🔴 void
- 🟠 private

82,5%
10%
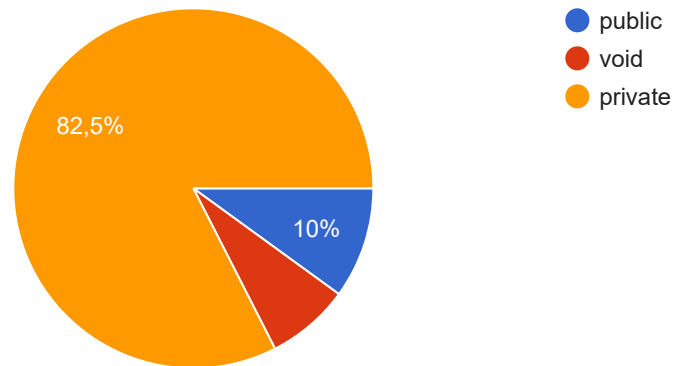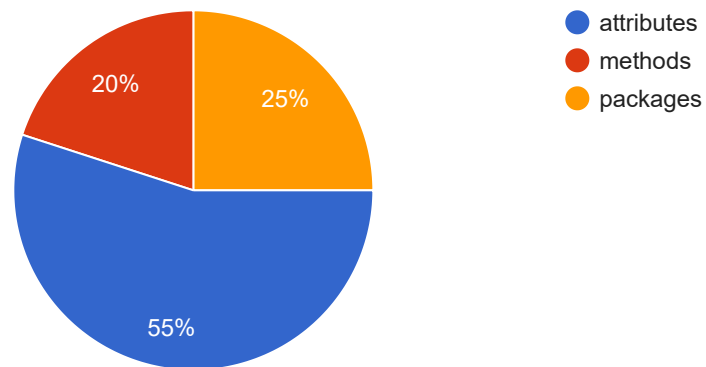
9. Aggregation, composition and association in a class diagram are relationships between classes that are implemented in code using

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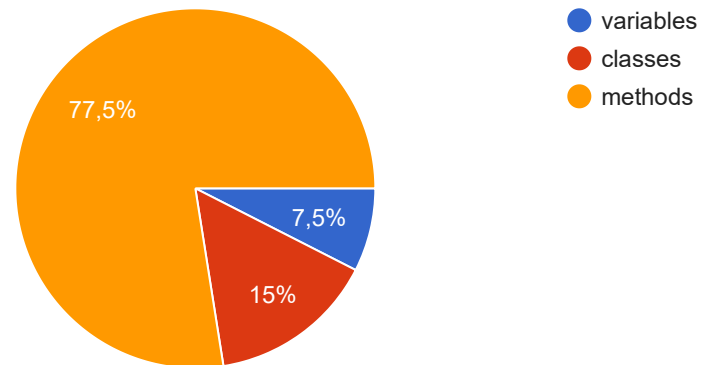40 respuestas

- 🔵 attributes
- 🔴 methods
- 🟠 packages

20%
25%
55%

10. Dependency in a class diagram, is a relationship between classes that are implemented in

☐ **Copiar**

40 respuestas

- variables
- classes
- methods

77,5%

7,5%

15%

GitHub skills (5 minutes)

11. Match each of the following Git commands to its purpose

☐ **Copiar**

■ clone ■ add ■ commit ■ push ■ pull
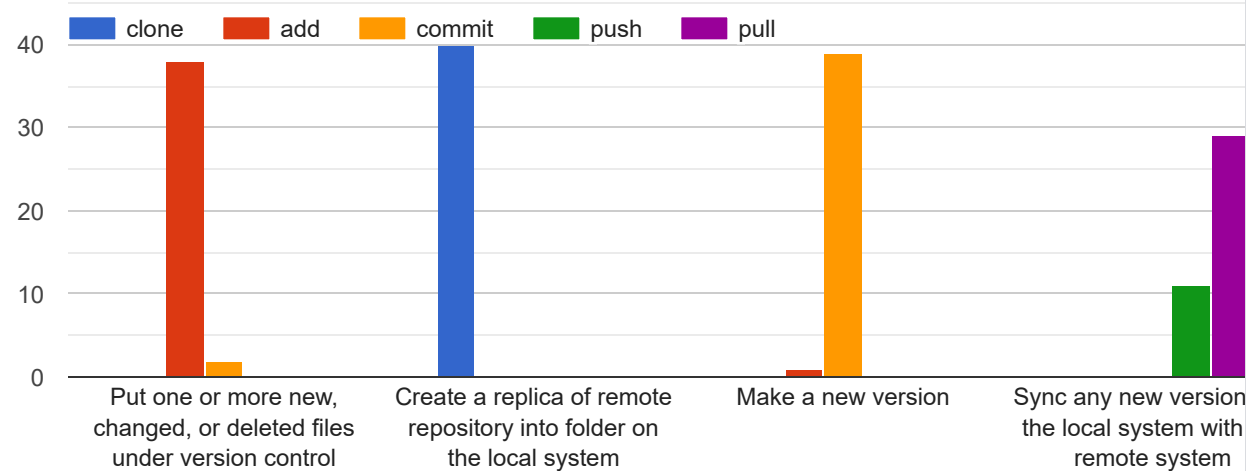
More OOP Fundamentals (5minutes)

12. What does it mean to instantiate a class object?

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- 🔵 duplicate a class
- 🔴 delete a class
- 🟠 create an object from the class
- 🟢 connect two clases to each other

97,5%

13. A constructor is a

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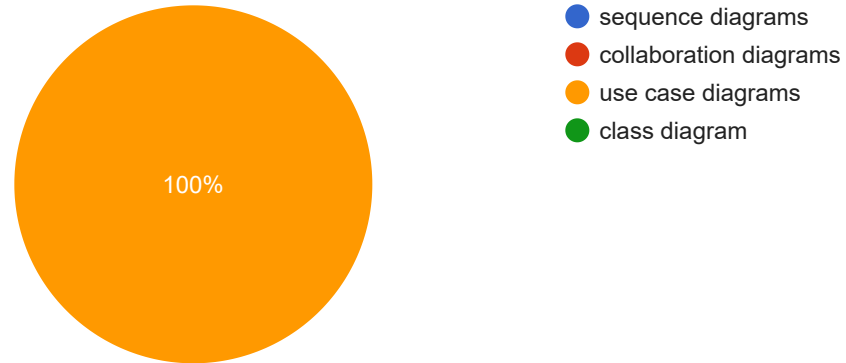40 respuestas

- 🔵 variable
- 🔴 class
- 🟠 attribute
- 🟢 method

95%
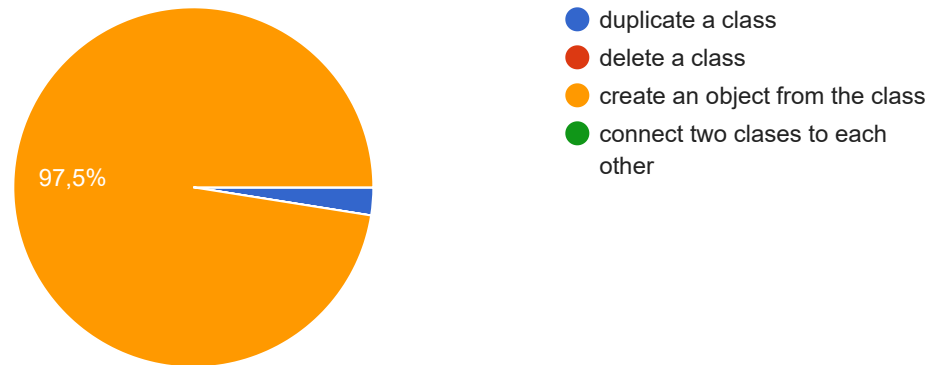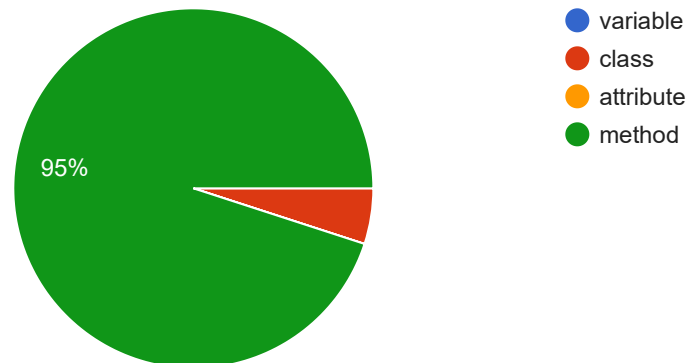
14. These diagrams help organize and model the requirements of a system showing the cases of use and actors?

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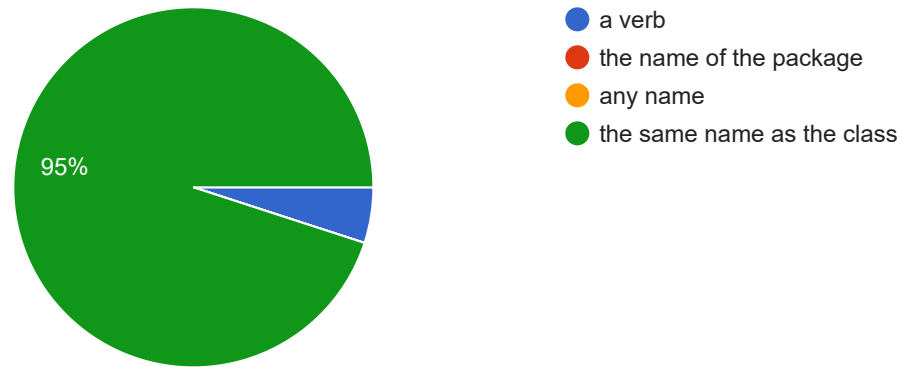
40 respuestas

- ● sequence diagrams
- ● collaboration diagrams
- ● use case diagrams
- ● class diagram

100%

15. A getter is a

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40 respuestas

- ● method
- ● attribute
- ● class
- ● variable

97,5%
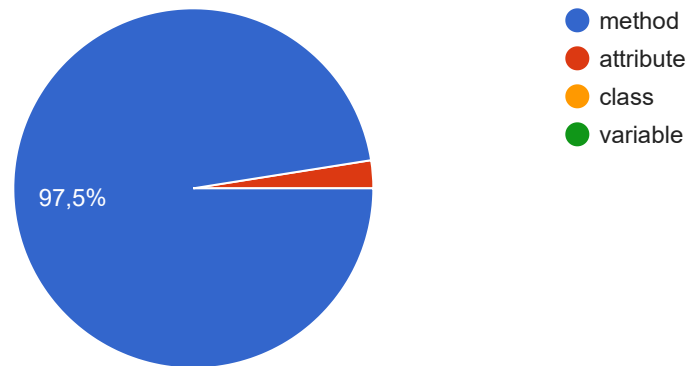
16. What name must have a constructor in Java?

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- 🔵 a verb
- 🔴 the name of the package
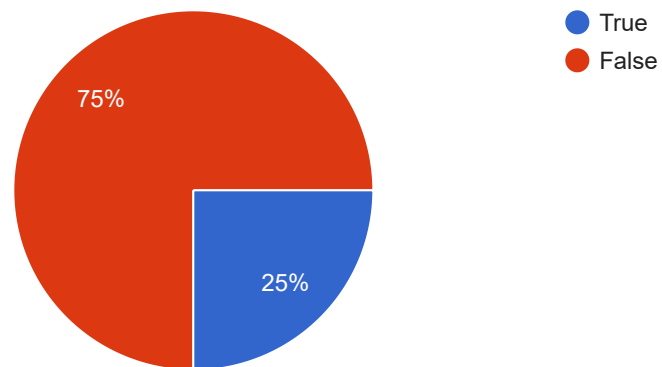- 🟠 any name
- 🟢 the same name as the class

95%

True or False (10 minutes)

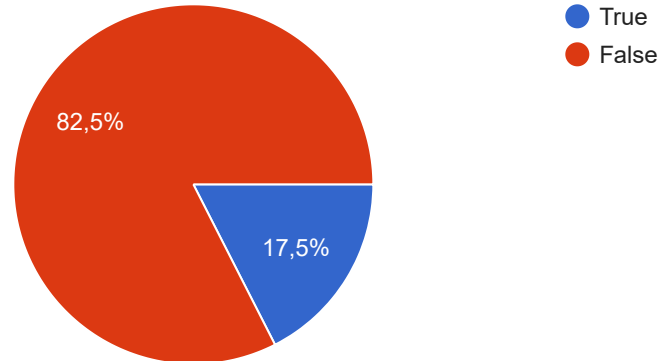## 17. Classification (the noun) is the process of group objects together into sets based on common properties

40 respuestas

- 🔵 True
- 🔴 False

75%

25%

18. Classification (the verb) or "class" is a set of objects that have the same kinds of attributes and methods
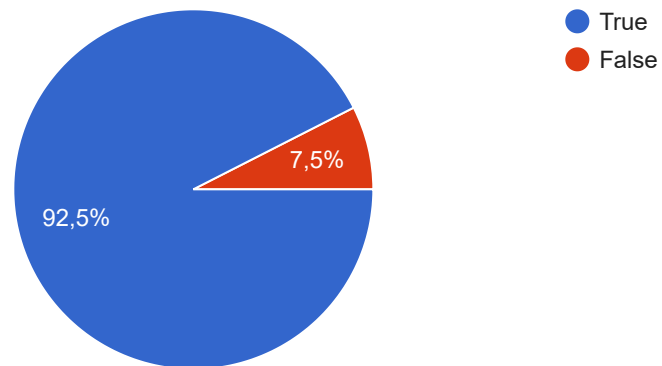
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40 respuestas

- True
- False

82,5%

17,5%

19. One way to find potential classes in a system is to document a high-level description of the system and look for nouns. Those nouns are most likely to represent meaningful classes.
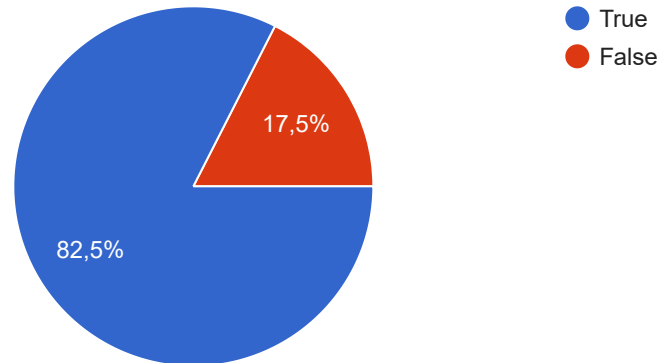
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- True
- False

92,5%

7,5%

20. Use cases are used to document the requirements (the goals) of a system

Copiar

40 respuestas

- True
- False

82,5%
17,5%

21. C++, C# and Java are structured programming languages

Copiar

40 respuestas

- True
- False

57,5%
42,5%
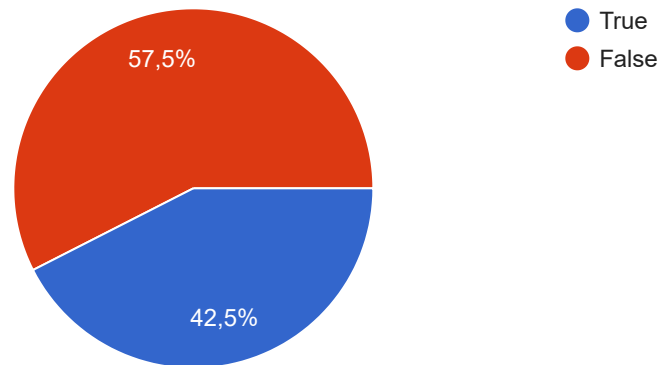
22. Object Oriented code makes it easy to add new classes without modifying existing functions

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40 respuestas

● True
● False

95%
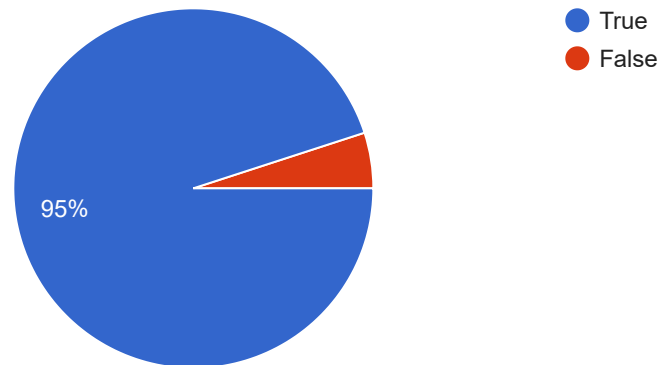
23. C ++ and Java are declarative programming languages

Copiar

40 respuestas

● True
● False

90%

10%
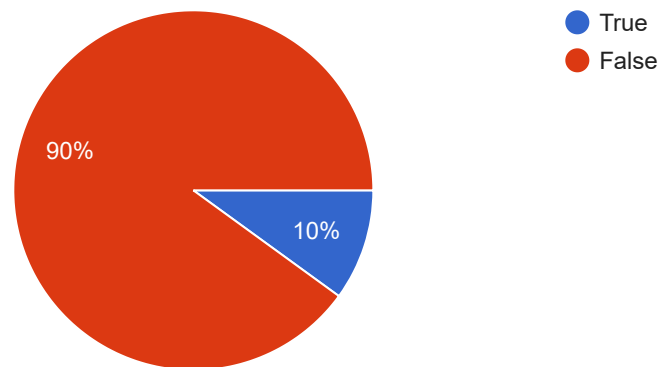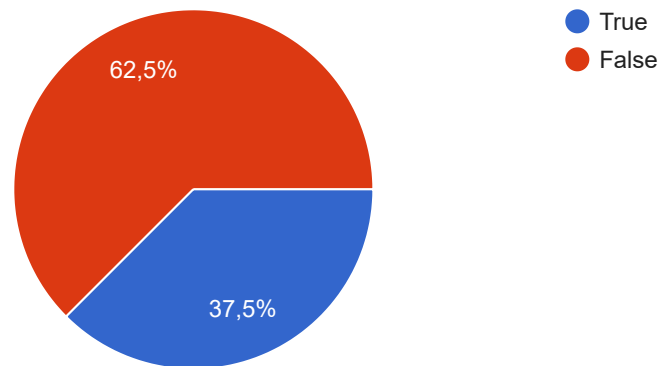
24. A method that is called from another method inside the same class should be defined later in the same class, i.e., after the method that called it
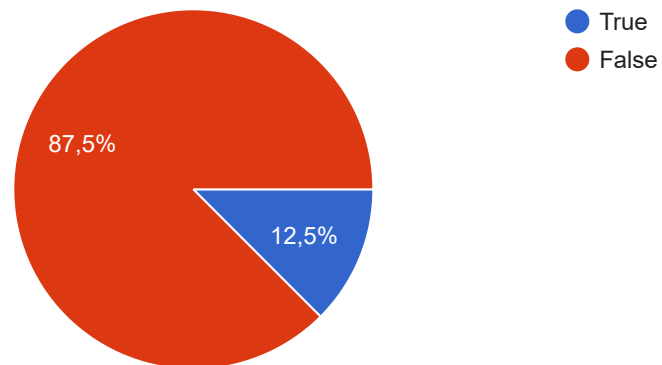
Copiar

40 respuestas

- True
- False

62,5%

37,5%

25. WheelsList is a good name for a variable

Copiar

40 respuestas

- True
- False

87,5%

12,5%

26. A good programming practice is to use nouns to name the methods   [⧉] Copiar

40 respuestas

- ● True
- ● False
- ● infinitive verbs

90%

7,5%
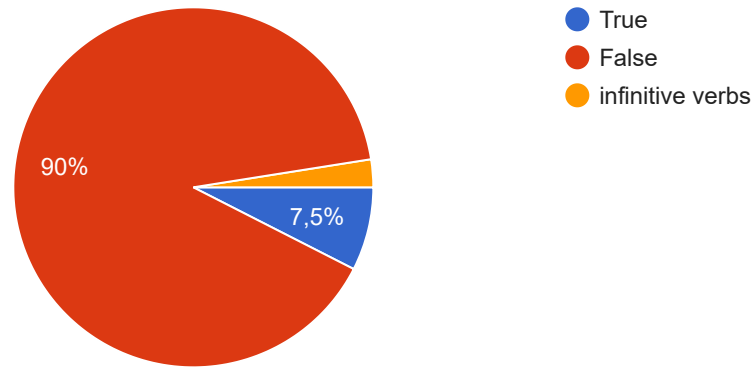
Reverse Engineering skills, from code to UML (15 minutes)

27. Classes + Relations (Reverse Engineering). Draw the class diagram corresponding to the following code. Convert every attribute to associations, aggregations, compositions or dependencies, with appropriate names and multiplicity constraints (Upload the Png/Jpg file here, and the vpp and png file to the repository in the next section):
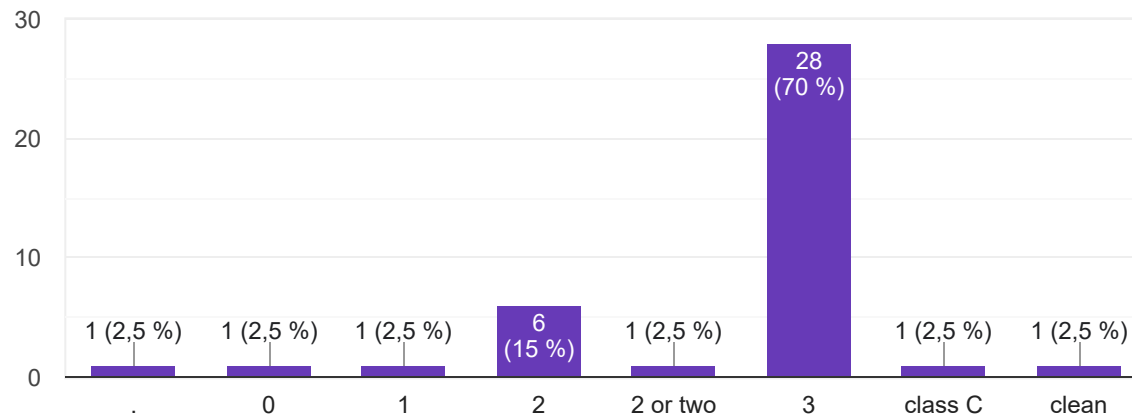
1 respuesta

ok

27. ReverseEngineering

40 respuestas

Reading UML (5 minutes)

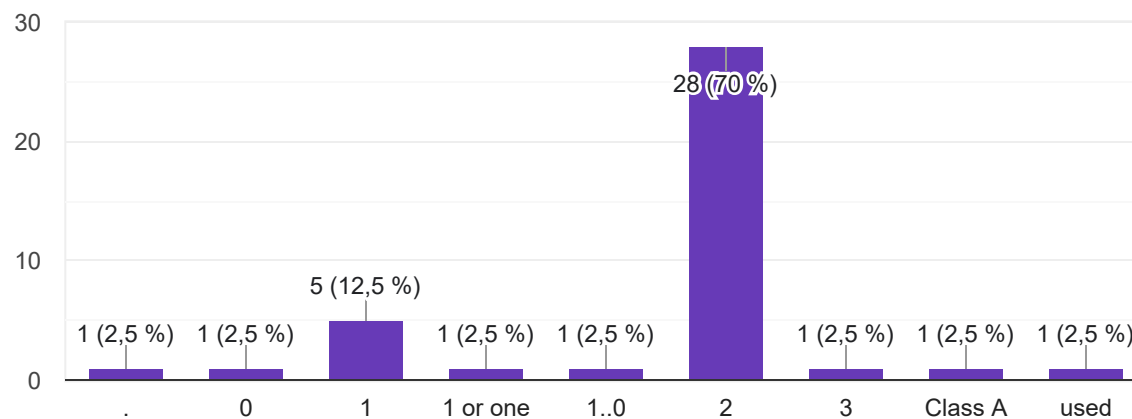## 28. How many associations is the B class connected to?

40 respuestas

29. How many associations is the A class connected to?
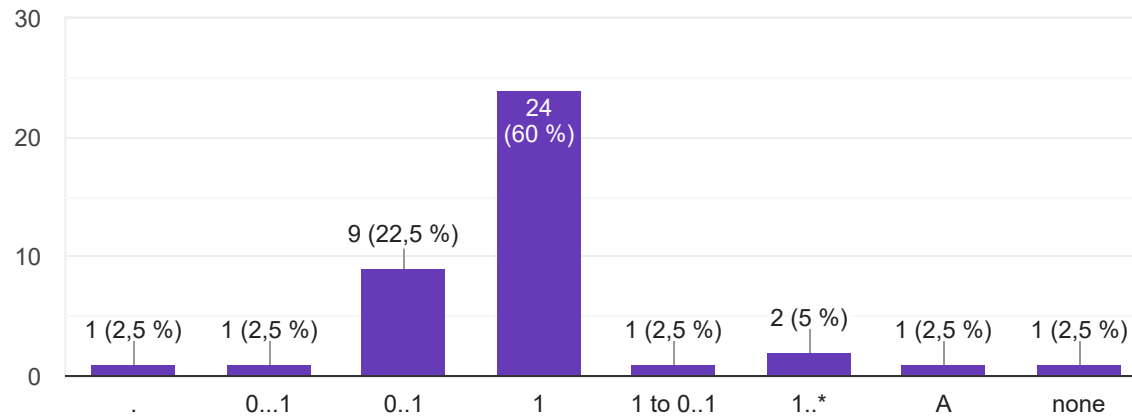
40 respuestas

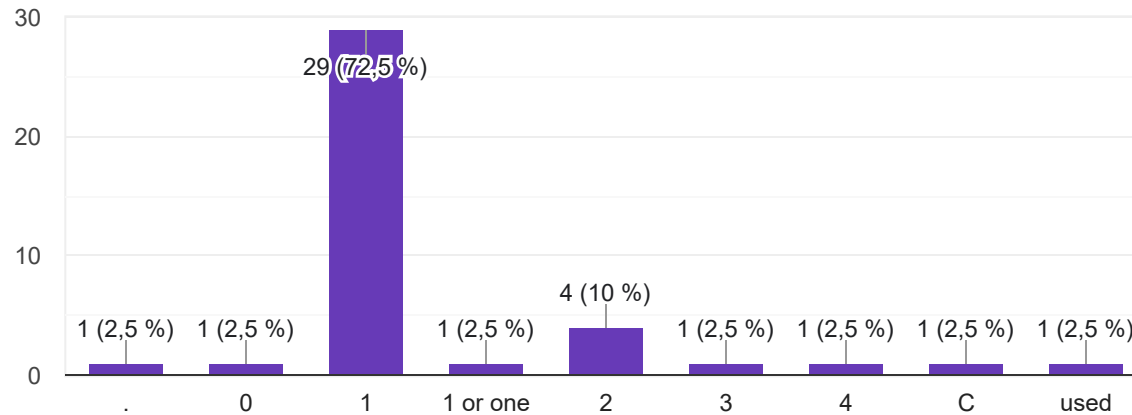## 30. The multiplicity constraint between C and B, on the class B is?

40 respuestas
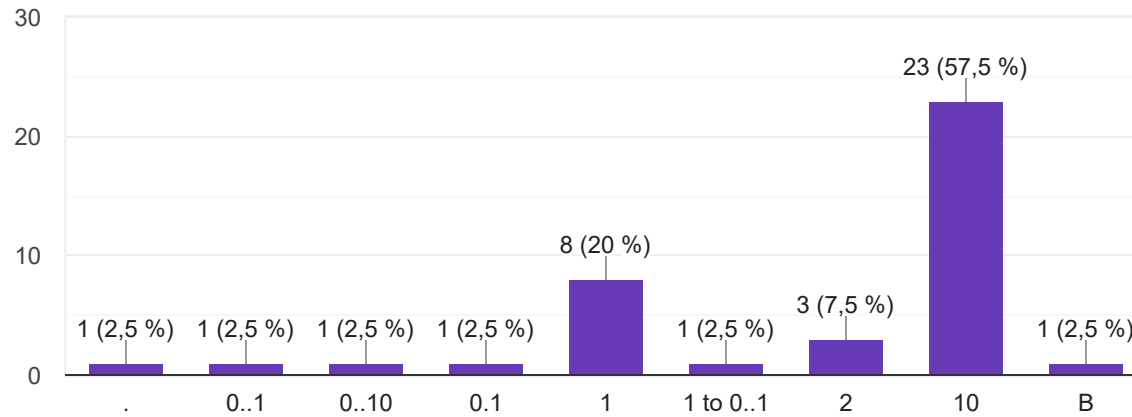

31. How many dependencies is the A class connected to?

40 respuestas

32. The maximum value of the multiplicity constraint between E and B, on the B class is?   [ ] Copiar

40 respuestas

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