

# OOP-SW-ESPE-2023-9642-Exam1

Puntos totales 35/51 ?

Object Oriented Programming - Universidad de las Fuerzas Armadas ESPE  
Computer Science Department  
Software Engineering  
NRC: 9642

----->> Enjoy you must have  
My young Padawan! <<-----

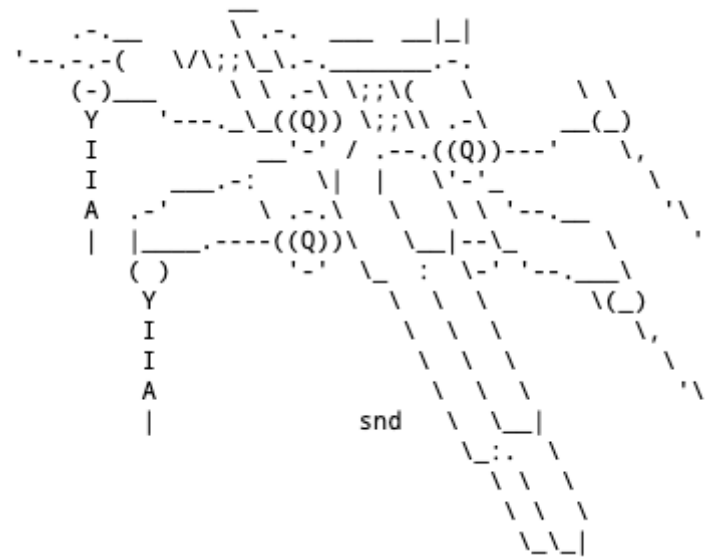
## READ THE INSTRUCTIONS FIRST

Answer every theoretical question using this google form. In the exercise, please upload to the OOP course GitHub repository (Exams/lastname/unit1/question33/) your Netbeans Project along with your json files and screen shots (png) of the program running and the json file. Also upload a zip ZIP ZiP ziP zip file with everything to this Google Form Evaluation where it is required. also the answer to question 27 must be uploaded to the repository, the vpp file and the pdf/jpg file.

1 de 1 puntos



You must unlearn what you have learned



Enter your Full Name: LastName FirstName MiddleName, for example: Lascano \*

Jorge Edison

Marin Josue Isaac

Enter your number on the roster (your list number) \*

15



✓ 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. \*1/1

☒ Yes



☐ No

OOP Fundamentals (10 minutes)

8 de 10 puntos

✓ 1. It is used to model the structure of objects in the system \* 1/1

☒ Class Diagrams



☐ Use Case Diagrams

☐ Flowcharts



✓ 2. Hiding of design decisions inside software appropriate components \* 1/1

☒ Encapsulation



☐ Abstraction

☐ Inheritance

✓ 3. An object includes another object as subpart of it \* 1/1

☒ Aggregation



☐ Dependency

☐ sub-object



✓ 4. Leave unnecessary definitions out of the system implementation \* 1/1

- ☒ Abstraction
- ☐ Encapsulation
- ☐ Objects



✓ 5. A class is composed of \* 1/1

- ☐ Attributes and variables
- ☒ attributes and methods
- ☐ functions and methods



✗ 6. Inheritance in Object Orientation is also known as \*

0/1

- ☐ Generalization/Specialization
- ☒ Classification
- ☐ Abstraction

✗

Respuesta correcta

- ☒ Generalization/Specialization

✗ 7. Reviews of software artifacts are of two types \*

0/1

- ☐ Unit tests and Desk checks
- ☒ Inspections and unit tests
- ☐ Inspections and Walkthroughs

✗

Respuesta correcta

- ☒ Inspections and Walkthroughs



✓ 8. Encapsulation is implemented the keyword \*

1/1

- ☐ public
- ☐ void
- ☒ private



✓ 9. Aggregation, composition and association in a class diagram are relationships between classes that are implemented in code using

\*1/1

- ☒ attributes
- ☐ methods
- ☐ packages



✓ 10. Dependency in a class diagram, is a relationship between classes that <sup>\*1/1</sup> are implemented in

☐ variables

☐ classes

☒ methods



GitHub skills (5 minutes)

3 de 5 puntos





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

	clone	add	commit	push	pull	Puntuación	
Put one or more new, changed, or deleted files under version control	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1/1	✓
Create a replica of remote repository into folder on the local system	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1/1	✓
Make a new version	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	1/1	✓
Sync any new versions on the local system with the remote system	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	0/1	✗



Sync any  
new  
versions on  
the remote  
system  
with the  
local  
system

☐☐☐☐☒

0/1



### Respuestas correctas

clone

add

commit

push

pull

Sync any new  
versions on  
the local  
system with  
the remote  
system

☐☐☐☐☒

Sync any new  
versions on  
the remote  
system with  
the local  
system

☐☐☐☒☐

More OOP Fundamentals (5minutes)

5 de 5 puntos



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

1/1

- ☐ duplicate a class
- ☐ delete a class
- ☒ create an object from the class
- ☐ connect two classes to each other



✓ 13. A constructor is a \*

1/1

- ☐ variable
- ☐ class
- ☐ attribute
- ☒ method



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

\*1/1

- ☐ sequence diagrams
- ☐ collaboration diagrams
- ☒ use case diagrams



✓ 15. A getter is a \*

1/1

- ☒ method
- ☐ attribute
- ☐ class
- ☐ variable



✓ 16. In Java, What name must have a constructor? \*

1/1

- ☐ a verb
- ☐ the name of the package
- ☐ any name
- ☒ the same name as the class



True or False (10 minutes)

10 de 10 puntos

✓ 17. Classification (the noun) is the process of group objects together into sets based on common properties \*1/1

- ☐ True
- ☒ False



✓ 18. Classification (the verb) or “class” is a set of objects that have the same kinds of attributes and methods \*1/1

- ☐ True
- ☒ False



✓ 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. \*1/1

- ☒ True
- ☐ False



✓ 20. Use cases are used to document the requirements (the goals) of a system \*1/1

- ☒ True
- ☐ False



✓ 21. C++, C# and Java are structured programming languages \* 1/1

☐ True

☒ False



✓ 22. Object Oriented code makes it easy to add new classes without modifying existing functions \*1/1

☒ True

☐ False



✓ 23. C ++ and Java are declarative programming languages \* 1/1

☐ True

☒ False



✓ 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 \*1/1

- ☐ True
- ☒ False



✓ 25. WheelsList is a good name for a variable \* 1/1

- ☐ True
- ☒ False



✓ 26. A good programming practice is to use nouns to name the methods \* 1/1

- ☐ True
- ☒ False
- ☐ Otro: .....





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

0 de 10 puntos



- ✗ 27. Classes + Relations (Reverse Engineering). Draw the class diagram \*.../10 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):



```

/** @author OOP|instructors */
public class POOExam1P27 {
    public static void main(String[] args) {
        E e = new E();Question10
        C c = new C();
        e.m2(c);
        //Optional code
        A a = new A();
        B b1 = new B();
        B b2 = new B();
        a.m1(b1, b2);
    }
}

public class A {
    private B b1;
    private B b2;
    /**
     * This method uses two objects of type B
     * @param x of type B
     * @param y of type B
     */
    public void m1(B x, B y){
    }
}

public class B {
}

public class C {
    private B b;
}

public class E {
    private A a;
    private B[] b = new B[10];
    /**
     * This method will allow to use an object of type C, and returns nothing
     * @param z this is an object of type C
     */
}

```



```
public void m2(C z) {  
    }  
}
```



Class Diagram - ...

### Comentarios

*classes (attributes and methods) + relationships (dependencies, associations, aggregations, compositions, multiplicity constraints) -> 10 pts.*

Reading UML (5 minutes)

8 de 10 puntos

Based on the previous answer (Class diagram). Answer the following questions with an integer number. use digits. DON'T use words

✓ 28. How many associations is the B class connected to? \*

2/2

3



✓ 29. How many associations is the A class connected to? \* 2/2

2



✗ 30. The multiplicity constraint between C and B, on the class B is? \* 0/2

privates



Respuesta correcta

1

✓ 31. How many dependencies is the A class connected to? \* 2/2

1



✓ 32. The maximum value of the multiplicity constraint between E and B, on the B class is? \*2/2

10



Este formulario se creó en [espe.edu.ec](https://espe.edu.ec).

## Google Formularios























