Congratulations! You passed!

TO PASS 75% or higher

Keep Learning

100%

Module 1 Review

LATEST SUBMISSION GRADE

100%

1. Which of these are desirable characteristics of a software design? Choose the three correct answers.

1 / 1 point



Correct

Correct! We strive to make code flexible, which is to say that it can be adapted for new requirements

reusability

Correct

Correct! Software designers hate to repeat themselves. If code is reusable, then there is less overall coding to do.

maintainability

Correct

Correct! Code should be maintainable, which means the code can be modified or extended easily.

tight coupling

2.

1 / 1 point

3.

Identify two outcomes of the design process. Choose the two correct answers.	
technical design	
Correct Correct! Technical design gets even closer to the actual implementation.	
code implementation	
conceptual design	
Correct Correct! Conceptual design covers the early part of design, where the problem is translated into a high-level solution.	
design plan	
You are writing out a CRC card for a bank machine component. Under which section should you put "Track Cash Remaining."	oint
Risk	
Class	
Collaborator	



Responsibility



Correct! One of the responsibilities of this bank machine is to track how much money it has left.

4. 1/1 point

Which two of these are likely to be a part of conceptual design?

CRC Cards

Correct

Correct! CRC cards are used to get a sense of the classes, components, etc. that your design may have.

Methods

Mockups

Correct

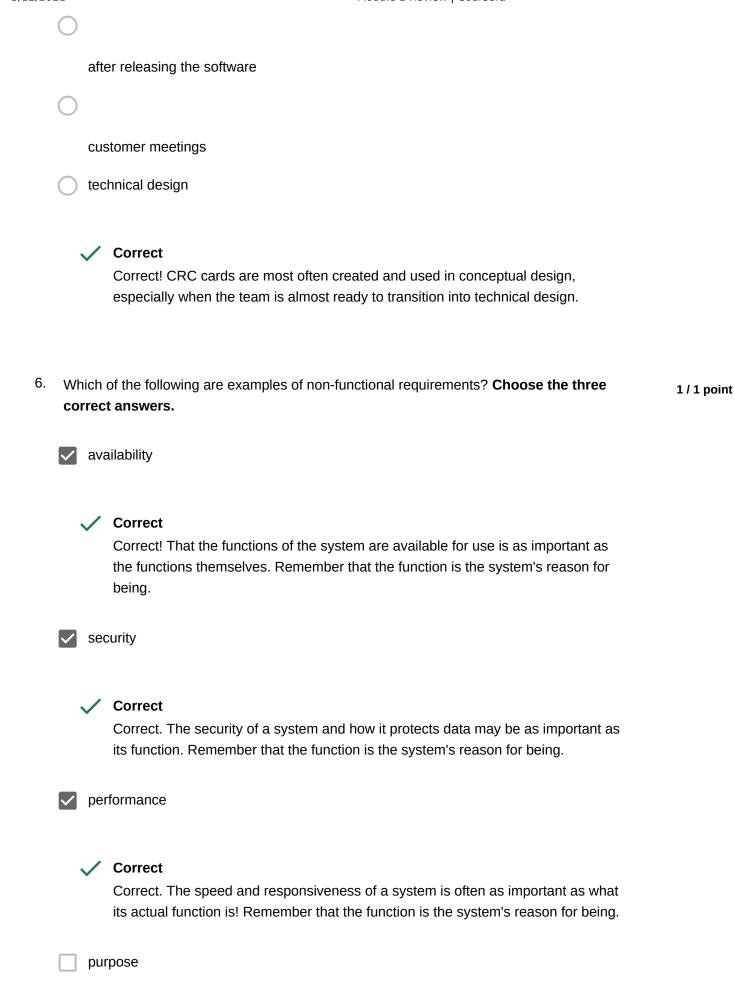
Correct! Mockups help the designers decide on relationships between components.

Abstract data types

5. When during the design process are you likely to produce CRC cards the most?

1 / 1 point

conceptual design



8.

Select the three categories of objects generally present in object-oriented software.	
tool	
boundary	
Correct Correct! Boundary objects typically interface with another system.	
control	
Correct Correct! Control objects manage the interactions of other objects.	
entity	
Correct Correct! Entity objects are the backbone of the system, and often correspond to real life objects.	
1/1	point
An object which is responsible for showing data to the user could be considered which category of object?	
boundary	
control	
representation	
entity	

✓ Correct

user story

key concept

Correct! This object interacts with another "system" (the user), so it is considered a boundary object.

You are planning a Professor class as part of your software design. Which of these will 1 / 1 point you consider a collaborator? Choose the two correct answers. Student Correct Correct! The student and professor classes will likely be collaborators. Track Employment Status **Teach Course** Course Correct Correct! Typically the Professor will have to teach a course, so a course object is likely to be a collaborator. 10. What is a requirement of this form called? "As a _____, I want to _____, so that _____". 1 / 1 point conceptual mockup entity abstraction



Correct! User stories help you to identify the functional requirements of the system.

11. You are a programmer creating software for a bank machine system. Which section of a CRC card for the bank machine component will the "User" go into?

1 / 1 point

- Collaborator
- Responsibility
- Object
- Class

✓ Correct

Correct! Users collaborate with the bank machine component.

12. During conceptual design, you will talk about... (Choose the three correct answers):

1/1 point

requirements

✓ Correct

Correct! Customer requirements of what the system should be and do are the start for all discussions of the design.

tradeoffs

Correct

Correct. Every design decision involves trade-offs, even in the early stages of design.

technical diagrams



mockups



Correct

Correct. Mockups are important for customer communication and to start to think about the architecture.