

Name: _____ Roll#: _____
Start Time: _____ End Time: _____
Maximum Time Allowed: 30 min

Questions - Case Study 2 - OCL

1. Considering **OCL Constraints# 3-7**, Change the constraints by replacing iterator “**select**” with iterator “**one**” and correspondingly removing **size () =1** from the end of constraint. **(Make changes directly on constraints sheet)**
2. For **OCL Constraint# 8**, Replace the clause *oclIsTypeOf(Player)* with *oclIsKindOf(RegisteredUser)*. **(Make changes directly on constraints sheet)**
3. For **OCL Constraint# 9**, Replace the clause *oclIsTypeOf(Administrator)* with *oclIsKindOf(RegisteredUser)*. **(Make changes directly on constraints sheet)**
4. For **OCL Constraint# 13**, Replace the clause *Undo.oclIsTypeOf(UndoMove)* with *Undo.oclIsKindOf(Move)*. **(Make changes directly on constraints sheet)**
5. For **OCL Constraint# 14**, Replace the clause *Redo.oclIsTypeOf(RedoMove)* with *Redo.oclIsKindOf(Move)*. **(Make changes directly on constraints sheet)**
6. For **OCL Constraints# 13-14**, Update the post condition of both operations by appending following clause with the constraints using an “**and**” operator. **(Make changes directly on constraints sheet)**

Undo.player_value= Sudoku.value

7. For the **OCL Constraints# 21-23**, delete the following clause from the constraints. **(Make changes directly on constraints sheet)**

sudoku.finished = false