**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.oslIsTypeOf(UndoMove)* with Undo.*oclIsKindOf(Move)*. **(Make changes directly on constraints sheet)**
5. For **OCL Constraint# 14**, Replace the clause *Redo.oslIsTypeOf(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*

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

*sudoku.finished = false*