| Started on | Wednesday, 13 September 2023, 10:28 AM |
|--|---|
| State | Finished |
| Completed on | Wednesday, 13 September 2023, 10:29 AM |
| Time taken | 1 min 2 secs |
| Marks | 2.00/6.00 |
| Grade | 33.33 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| Hiding the object s | state , so that it can be observed or affected only via object's methods is known as? |
| | ion tion ✔ ution |
| Select one: a. Classificat b. Encapsula c. Objectifica | ion tion ✔ ntion ne above |
| Select one: a. Classificat b. Encapsula c. Objectificat d. None of the | ion tion ✔ ntion ne above |
| Select one: a. Classificat b. Encapsula c. Objectificat d. None of the | ion tion ✔ ntion ne above |

The correct answer is 'True'.

Select one:

True
False ×

| 23/10/02 6:18 | Self-Quiz Unit 1: Attempt review |
|---|--|
| Question 3 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| Anis a software packaging of data | and code together into a unit within a running computer program. |
| Select one: | |
| a. Method | |
| O b. Function | |
| C. Object | |
| | |
| The correct answer is: Object | |
| | |
| Question 4 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| Objects are abstractions that specify the state | e and behavior of different collections of objects. |
| Select one: | |
| True ★ | |
| ○ False | |
| The correct answer is 'False'. | |
| THE COTTECT ATISWEL IS FAISE. | |
| Question 5 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| Process models are described as agile becaus | se they? |
| Select one: | , |
| Select Offe. | |

- o a. eliminate the need for cumbersome documentation
- ob. emphasize maneuverability and adaptability
- oc. do not waste development time on planning activities
- lacksquare d. make extensive use of prototype creation lacksquare

The correct answer is: emphasize maneuverability and adaptability

| Question 6 | |
|-----------------------|--|
| Correct | |
| Mark 1.00 out of 1.00 | |

Software is a product and can be manufactured using the same technologies used for other engineering artifacts?

Select one:

O True

■ False

The correct answer is 'False'.

| Started on | Wednesday, 13 September 2023, 10:29 AM |
|-----------------------|--|
| State | Finished |
| | Wednesday, 13 September 2023, 10:30 AM |
| Time taken | |
| | 4.00/6.00 |
| Grade | 66.67 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Methods that are e | even more aggressive in terms of short iterations and heavy user involvement are often characterized as? |
| Select one: | |
| a. Complex | |
| b. Agile | |
| oc. Iterative | |
| O d. Increment | al |
| The correct answe | r is: Agile |
| Question 2 | |
| Mark 1.00 out of 1.00 | |
| Software engineer | ing umbrella activities are only applied during the initial phases of software development projects. |
| Select one: | |
| O True | |
| False ✓ | |
| | |
| The correct answe | r is 'False'. |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11656992&cmid=381190

| Question 3 | |
|---|--|
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Decomposing a problem into simpler ones is common when dealing with complex problems. This is known as? | |
| Select one: | |
| ○ a. Divide and conquer | |
| b. Modularity | |
| C. Only A | |
| O d. Only B | |
| ■ e. Both A and B ✓ | |
| The correct answer is: Both A and B | |
| Question 4 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| Select one: a. Problems b. Propositions c. Adverbs d. Verbs X The correct answer is: Propositions | |
| Question 5 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| Objects are abstractions that specify the state and behavior of different collections of objects. Select one: True X False | |
| The correct answer is 'False'. | |

| Question 6 | |
|-----------------------|--|
| Correct | |
| Mark 1.00 out of 1.00 | |

Software is a product and can be manufactured using the same technologies used for other engineering artifacts?

Select one:

O True

■ False

The correct answer is 'False'.

| Started on | Wednesday, 13 September 2023, 10:30 AM |
|--------------------------------|---|
| State | Finished |
| Completed on | Thursday, 14 September 2023, 1:55 PM |
| Time taken | 1 day 3 hours |
| Marks | 0.00/6.00 |
| Grade | 0.00 out of 100.00 |
| Question 1 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Process models ar | e described as agile because they? |
| Select one: | |
| a. eliminate | the need for cumbersome documentation |
| b. emphasize | e maneuverability and adaptability |
| c. do not wa | ste development time on planning activities |
| od. make exte | ensive use of prototype creation |
| | |
| The correct answe | r is: emphasize maneuverability and adaptability |
| Question 2 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Because Use Case achievement. | s represent recipes for user achieving 'goals', each use case name must include a 'verb' capturing the goal |
| Select one: | |
| ○ True | |
| ○ False | |
| | |
| The correct answe | r is 'True'. |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11657001&cmid=381190

| 23/10/02 6:20 | Self-Quiz Unit 1: Attempt review |
|---|--|
| Question 3 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Methods that are even more aggressive in terms of sl | hort iterations and heavy user involvement are often characterized as? |
| Select one: | |
| ○ a. Complex | |
| ○ b. Agile | |
| oc. Iterative | |
| O d. Incremental | |
| The correct answer is: Agile | |
| Question 4 Not answered Marked out of 1.00 | |
| | |
| Decomposing a problem into simpler ones is commo | n when dealing with complex problems. This is known as? |
| Select one: | |
| a. Divide and conquer | |
| ○ b. Modularity | |
| ○ c. Only A | |
| Od. Only B | |
| ○ e. Both A and B | |
| | |
| The correct answer is: Both A and B | |
| Question 5 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Hiding the object state , so that it can be observed or | affected only via object's methods is known as? |
| Select one: | |
| a. Classification | |
| O b. Encapsulation | |
| c. Objectification | |

The correct answer is: Encapsulation

d. None of the above

| Question | 6 | | |
|--------------|------|--|--|
| Not answered | | | |
| Marked out o | 1.00 | | |

Concept Maps, while representing knowledge about the problem domain, are expressed in terms of 'concepts' and -----, and are used to represent knowledge, beliefs, feelings etc.

Select one:

a. Problems

b. Propositions

c. Adverbs

od. Verbs

The correct answer is: Propositions

| Started on | Thursday, 21 September 2023, 10:47 AM |
|-----------------------|---|
| State | Finished |
| Completed on | Thursday, 21 September 2023, 10:49 AM |
| Time taken | 1 min 49 secs |
| Marks | 4.00/6.00 |
| Grade | 66.67 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | are the test specified by the customer, written during the requirements analysis. |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |
| | |

Question 2

The correct answer is 'True'.

Incorrect

Mark 0.00 out of 1.00

Software architecture focuses on -----requirements and decomposition of -----requirements.

Select one:

- a. Functional, Non Functional X
- b. Non Functional, Functional
- oc. Behavioral, Contextual
- Od. Contextual, Behavioral

The correct answer is: Non Functional, Functional

| 3/10/02 6:20 | Self-Quiz Unit 2: Attempt review |
|--|--|
| Question 3 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| 'Velocity' of the development team (in effort e | stimation) is defined are the? |
| Select one: | |
| a. Duration needed to develop the syste | m |
| b. Effort needed to develop the system | |
| c. Productivity of the team | |
| Od. Speed of the team | |
| The correct answer is: Productivity of the team | |
| Question 4 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| The correct order for all requirement enginee | ring techniques is |
| Select one: | |
| a. Analysis, Gathering, Specifications | |
| b. Gathering, Specifications, Analysis | |
| c. Gathering, Analysis, Specifications | |
| Od. Analysis, Specifications, Gathering | |
| The correct answer is: Gathering, Analysis, Spe | cifications |
| Question 5 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| The final outcome of requirement engineering | is a Requirement Specification Document? |
| Select one: | |
| ○ True | |
| False ★ | |
| | |

The correct answer is 'True'.

| Question 6 | |
|-----------------------|--|
| Correct | |
| Mark 1.00 out of 1.00 | |

The job of the requirements engineer is to categorize all stakeholder information in a way that allows decision makers to choose an internally consistent set of requirements.

Select one:

■ True

False

The correct answer is 'True'.

| Started on | Thursday, 21 September 2023, 10:51 AM |
|-----------------------|---------------------------------------|
| State | Finished |
| Completed on | Thursday, 21 September 2023, 10:51 AM |
| Time taken | 52 secs |
| Marks | 3.00/6.00 |
| Grade | 50.00 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |

The correct order for all requirement engineering techniques is

Select one:

- o a. Analysis, Gathering, Specifications
- Ob. Gathering, Specifications, Analysis
- od. Analysis, Specifications, Gathering

The correct answer is: Gathering, Analysis, Specifications

Question 2

Correct

Mark 1.00 out of 1.00

'Velocity' of the development team (in effort estimation) is defined are the -----?

Select one:

- oa. Duration needed to develop the system
- o b. Effort needed to develop the system
- ◎ c. Productivity of the team ✔
- od. Speed of the team

The correct answer is: Productivity of the team

| 023/10/02 6:21 | Self-Quiz Unit 2: Attempt review |
|--|--|
| Question 3 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| The result of the requirements engineering elaboration task is | s an analysis model that defines which of the following problem domain(s)? |
| Select one: | |
| a. Information * | |
| ○ b. Functional | |
| oc. Behavioral | |
| d. All of the above | |
| | |
| The correct answer is: All of the above | |
| | |
| Question 4 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| The final outcome of requirement engineering is a Requireme | ent Specification Document? |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |
| | |
| The correct answer is 'True'. | |
| | |
| Question 5 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| Software Architecture is a phase of software development | |
| Select one: | |
| ○ True | |
| | |
| | |
| | |

The correct answer is 'True'.

| Question 6 | |
|-----------------------|--|
| Incorrect | |
| Mark 0.00 out of 1.00 | |

The term FURPS refers to

Select one:

- a. Functional system properties x
- Ob. Non functional system properties
- c. Both a and b
- od. None of the above

The correct answer is: Non functional system properties

| Started on | Thursday, 21 September 2023, 10:49 AM |
|-----------------------|--|
| State | Finished |
| Completed on | Thursday, 21 September 2023, 10:50 AM |
| Time taken | 1 min 26 secs |
| Marks | 3.00/6.00 |
| Grade | 50.00 out of 100.00 |
| Question 1 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| The correct answe | r is: Non functional system properties |
| Question 2 | |

Software Architecture is a phase of software development

Select one:

Mark 0.00 out of 1.00

 \bigcirc True

Incorrect

False X

The correct answer is 'True'.

| Question 3 Correct |
|---|
| Mark 1.00 out of 1.00 |
| |
| The result of the requirements engineering elaboration task is an analysis model that defines which of the following problem domain(s)? |
| Select one: |
| a. Information |
| ○ b. Functional |
| ○ c. Behavioral |
| ■ d. All of the above ✓ |
| |
| The correct answer is: All of the above |
| |
| Overstiers A |
| Question 4 Correct |
| Mark 1.00 out of 1.00 |
| |
| Acceptance Tests are the test specified by the systemer written during the requirements analysis |
| Acceptance Tests are the test specified by the customer, written during the requirements analysis. |
| Select one: |
| True ✓ |
| ○ False |
| |
| The correct answer is 'True'. |
| The correct answer is True. |
| |
| Question 5 |
| Correct |
| Mark 1.00 out of 1.00 |
| |
| The job of the requirements engineer is to categorize all stakeholder information in a way that allows decision makers to choose an |
| internally consistent set of requirements. |
| Select one: |
| True ✓ |
| ○ False |
| |
| |
| The correct answer is 'True'. |
| |

| Question 6 | |
|-----------------------|--|
| Incorrect | |
| Mark 0.00 out of 1.00 | |

Software architecture focuses on -----requirements and decomposition of -----requirements.

Select one:

- o a. Functional, Non Functional
- o b. Non Functional, Functional
- c. Behavioral, Contextual X
- od. Contextual, Behavioral

The correct answer is: Non Functional, Functional

| Started on | Thursday, 28 September 2023, 1:01 PM |
|-----------------------|--------------------------------------|
| State | Finished |
| Completed on | Thursday, 28 September 2023, 1:02 PM |
| Time taken | 1 min 51 secs |
| Marks | 3.00/6.00 |
| Grade | 50.00 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |

An actor is any entity (human, physical object, or another system) external to the system-to-be that interacts with the system-to-be.

Select one:

■ True

False

The correct answer is 'True'.

Question 2

Incorrect

Mark 0.00 out of 1.00

To prioritize the work on use cases, we use

Select one:

a. Product Matrix

b. Process Matrix X

o. Traceability Matrix

Od. None of the above

The correct answer is: Traceability Matrix

| Question 3 | |
|-----------------------|--|
| Incorrect | |
| Mark 0.00 out of 1.00 | |

Consider the following diagram:



Which of the following is true for the image?

Select one:

- a. If an instance of A is deleted, the contained instances of B are not affected.
- b. If an instance of B is deleted, all contained instances of A are also deleted. X
- oc. If an instance of A is deleted, all contained instances of B are also deleted.
- d. None of the above

The correct answer is: If an instance of A is deleted, all contained instances of B are also deleted.

Question 4 Correct Mark 1.00 out of 1.00

A use case represents an activity that an actor can perform on the system and what the system does in response.

Select one:

■ True

False

The correct answer is 'True'.

Question **5**

Incorrect

Mark 0.00 out of 1.00

In UML diagrams, relationship between object and component parts is represented by

Select one:

- a. ordination X
- b. aggregation
- oc. segregation
- od. increment

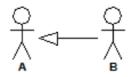
The correct answer is: aggregation

Question 6

Correct

Mark 1.00 out of 1.00

Which of the following statements about the given diagram clipping are true? (more than one answer)



Select one or more:

- ☑ a. B inherits all of A's associations

 ✓
- b. A inherits all of B's associations
- c. A can execute the same use cases as B
- ☑ d. B can execute the same use cases as A. ✔

The correct answers are: B inherits all of A's associations, B can execute the same use cases as A.

| Started on | Thursday, 28 September 2023, 1:03 PM |
|--------------|--------------------------------------|
| State | Finished |
| Completed on | Thursday, 28 September 2023, 1:04 PM |
| Time taken | 1 min 20 secs |
| Marks | 4.00/6.00 |
| Grade | 66.67 out of 100.00 |
| | |

Question 1

Correct

Mark 1.00 out of 1.00

Initiating actor is the ----- actor where as participating actor is the ----- actor.

Select one:

- a. Secondary, Primary
- b. Primary , Secondary
- oc. None of the above

The correct answer is: Primary, Secondary

Question 2

Correct

Mark 1.00 out of 1.00

Which of the following statements characterize use cases?

Select one:

- igcup a. Use cases specify the procedural process within a system
- igcup b. Use cases are suitable for modeling interfaces between two systems
- ◎ c. Use cases specify the functionalities and the behavior that the system which is being developed should have.
- d. None of the above

The correct answer is: Use cases specify the functionalities and the behavior that the system which is being developed should have.

| 23/10/02 6:21 | Self-Quiz Unit 3: Attempt review |
|---|---|
| Question 3 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| The association between an actor and a use case is (more | than one answer) |
| Select one or more: | |
| a. Is modeled with a dashed line * | |
| ☑ b. Is modeled with a directed line with an arrowhead | × |
| c. Is an undirected continuous line | |
| d. Is binary | |
| | |
| The correct answers are: Is an undirected continuous line, | ls binary |
| | |
| Question 4 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| To prioritize the work on use cases, we use | |
| Select one: | |
| a. Product Matrix | |
| o b. Process Matrix | |
| ⊚ c. Traceability Matrix ✔ | |
| Od. None of the above | |
| | |
| The correct answer is: Traceability Matrix | |
| • | |
| Question 5 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| A use case represents an activity that an actor can perform | on the system and what the system does in response. |
| Select one: | |
| ○ True | |
| | |
| False | |
| | |
| The correct answer is 'True'. | |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11869334&cmid=381200

| Question 6 | | |
|-----------------------|--|--|
| Correct | | |
| Mark 1.00 out of 1.00 | | |

Consider the following diagram:



Which of the following is true for the image?

Select one:

- a. If an instance of A is deleted, the contained instances of B are not affected.
- b. If an instance of B is deleted, all contained instances of A are also deleted.
- c. If an instance of A is deleted, all contained instances of B are also deleted.
- d. None of the above

The correct answer is: If an instance of A is deleted, all contained instances of B are also deleted.

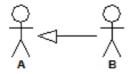
| Started on | Thursday, 28 September 2023, 1:04 PM |
|--------------|--------------------------------------|
| State | Finished |
| Completed on | Thursday, 28 September 2023, 1:05 PM |
| Time taken | 57 secs |
| Marks | 5.00/6.00 |
| Grade | 83.33 out of 100.00 |

Question 1

Correct

Mark 1.00 out of 1.00

Which of the following statements about the given diagram clipping are true? (more than one answer)



Select one or more:

- ☑ a. B inherits all of A's associations
 ✓
- b. A inherits all of B's associations
- c. A can execute the same use cases as B
- ☑ d. B can execute the same use cases as A.
 ✓

The correct answers are: B inherits all of A's associations, B can execute the same use cases as A.

Question 2

Correct

Mark 1.00 out of 1.00

Which of the following statements characterize use cases?

Select one:

- o a. Use cases specify the procedural process within a system
- igcup b. Use cases are suitable for modeling interfaces between two systems
- ◎ c. Use cases specify the functionalities and the behavior that the system which is being developed should have.
- d. None of the above

The correct answer is: Use cases specify the functionalities and the behavior that the system which is being developed should have.

| 23/10/02 6:22 | Self-Quiz Unit 3: Attempt review |
|--|---|
| Question 3 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| In UML diagrams, relationship between object and component | parts is represented by |
| Select one: | |
| a. ordination | |
| ○ b. aggregation | |
| | |
| O d. increment | |
| | |
| The correct answer is: aggregation | |
| Question 4 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| The association between an actor and a use case is (more than | n one answer) |
| Select one or more: | |
| a. Is modeled with a dashed line | |
| b. Is modeled with a directed line with an arrowhead | |
| ☑ c. Is an undirected continuous line ✓ | |
| ☑ d. Is binary 🗸 | |
| The correct answers are: Is an undirected continuous line, Is bi | nary |
| Question 5 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| An actor is any entity (human, physical object, or another syste | m) external to the system-to-be that interacts with the system-to-be. |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |
| The correct answer is 'True'. | |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11869397&cmid=381200

| Question 6 | | |
|-----------------------|--|--|
| Correct | | |
| Mark 1.00 out of 1.00 | | |

Initiating actor is the -----actor where as participating actor is the ----- actor.

Select one:

- a. Secondary, Primary
- b. Primary , Secondary
- oc. None of the above

The correct answer is: Primary , Secondary

| State Fin Completed on The | nursday, 28 September 2023, 1:22 PM nished nursday, 28 September 2023, 1:23 PM |
|-------------------------------|--|
| Completed on The | |
| • | nursday, 28 September 2023, 1:23 PM |
| | |
| Time taken 28 | secs |
| Marks 3.5 | 50/6.00 |
| Grade 58. | 3.33 out of 100.00 |

Question 1

Incorrect

Mark 0.00 out of 1.00

To prioritize the work on use cases, we use

Select one:

- a. Product Matrix X
- b. Process Matrix
- o. Traceability Matrix
- od. None of the above

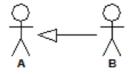
The correct answer is: Traceability Matrix

Question 2

Correct

Mark 1.00 out of 1.00

Which of the following statements about the given diagram clipping are true? (more than one answer)



Select one or more:

- ☑ a. B inherits all of A's associations

 ✓
- b. A inherits all of B's associations
- c. A can execute the same use cases as B
- ☑ d. B can execute the same use cases as A. ✔

The correct answers are: B inherits all of A's associations, B can execute the same use cases as A.

| Question 3 |
|------------|
| Correct |

An actor is any entity (human, physical object, or another system) external to the system-to-be that interacts with the system-to-be.

Select one:

Mark 1.00 out of 1.00

● True

False

The correct answer is 'True'.

Question 4

Not answered

Marked out of 1.00

Which of the following statements characterize use cases?

Select one:

- a. Use cases specify the procedural process within a system
- b. Use cases are suitable for modeling interfaces between two systems
- oc. Use cases specify the functionalities and the behavior that the system which is being developed should have.
- od. None of the above

The correct answer is: Use cases specify the functionalities and the behavior that the system which is being developed should have.

Question 5

Correct

Mark 1.00 out of 1.00

Consider the following diagram:



Which of the following is true for the image?

Select one:

- o a. If an instance of A is deleted, the contained instances of B are not affected.
- b. If an instance of B is deleted, all contained instances of A are also deleted.
- d. None of the above

The correct answer is: If an instance of A is deleted, all contained instances of B are also deleted.

| Question 6 |
|-----------------------|
| Partially correct |
| Mark 0.50 out of 1.00 |

The association between an actor and a use case is (more than one answer)

Select one or more:

| _ | Is modeled with a dashed line | _ |
|----|-------------------------------|---|
| a. | is modeled with a dashed line | 2 |

- b. Is modeled with a directed line with an arrowhead
- ${\Bbb Z}$ c. Is an undirected continuous line ${f \checkmark}$
- d. Is binary

The correct answers are: Is an undirected continuous line, Is binary

| Started on | Thursday, 28 September 2023, 1:49 PM |
|--|--|
| State | Finished |
| Completed on | Thursday, 28 September 2023, 1:55 PM |
| Time taken | 6 mins |
| Marks | 0.00/6.00 |
| Grade | 0.00 out of 100.00 |
| Question 1 | |
| Not answered | |
| Marked out of 1.00 | |
| Select one: True False The correct answe | ents an activity that an actor can perform on the system and what the system does in response. |
| Question 2 | |
| Not answered | |
| Marked out of 1.00 | |
| In UML diagrams, i | relationship between object and component parts is represented by |

The correct answer is: aggregation

a. ordinationb. aggregationc. segregationd. increment

| 23/10/02 6:22 | Self-Quiz Unit 3: Attempt review |
|--|--|
| Question 3 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Initiating actor is theactor where as participating act | or is the actor. |
| Select one: | |
| a. Secondary, Primary | |
| b. Primary , Secondary | |
| c. None of the above | |
| | |
| The correct answer is: Primary , Secondary | |
| The correct answer is. Fillingly, Secondary | |
| | |
| Question 4 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| Which of the following statements characterize use cases? | |
| Which of the following statements that acted to ase cases. | |
| Select one: | |
| igcirc a. Use cases specify the procedural process within a syst | em |
| b. Use cases are suitable for modeling interfaces betwee | n two systems |
| $\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ $ | that the system which is being developed should have. |
| Od. None of the above | |
| | |
| The correct anguer is: Use saces specify the functionalities and | I the behavior that the system which is being developed should have. |
| The correct answer is. Ose cases specify the functionalities and | The behavior that the system which is being developed should have. |
| | |
| Question 5 | |
| Not answered | |
| Marked out of 1.00 | |
| | |
| The association between an actor and a use case is (more that | n one answer) |
| | |
| Select one or more: | |
| a. Is modeled with a dashed line | |
| b. Is modeled with a directed line with an arrowhead | |
| c. Is an undirected continuous line | |

The correct answers are: Is an undirected continuous line, Is binary

d. Is binary

The correct answer is 'True'.

| Question 6 |
|---|
| Not answered |
| Marked out of 1.00 |
| |
| An actor is any entity (human, physical object, or another system) external to the system-to-be that interacts with the system-to-be. |
| Select one: |
| ○ True |
| ○ False |
| |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11870552&cmid=381200

| Started on | Monday, 2 October 2023, 6:13 AM |
|-------------------------|---|
| | Finished |
| Completed on | Monday, 2 October 2023, 6:15 AM |
| | 1 min 28 secs |
| | 5.00/5.00 |
| Grade | 100.00 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| Widt K 1.00 Odt 01 1.00 | |
| | often fronted by a point-of-contact person. A common pattern is to have a specialized worker to take orders from the trate the workings of the workers inside the system. This type of object is known as Controller. |
| | |
| True ✓ | |
| O False | |
| The correct answe | r is 'True'. |
| Question 2 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| Analysis phase is o | concerned about the aspect of software engineering where as Design is more focused on aspect. |
| Select one: | |
| a. When, Wh | nat |
| O b. How, Wha | t |
| c. What, How | v 🗸 |
| d. What, Wh | en |
| | |
| Your answer is cor | rrect. |
| The correct answe | |
| THE CONTECT ANSWE | and thing not |

| Question 3 |
|--|
| Correct |
| Mark 1.00 out of 1.00 |
| |
| This traceability property is critical for a good development method (process), because the design elaboration progresses systematically, without great leaps that are difficult to grasp and/or follow. |
| Select one: |
| True ✓ |
| ○ False |
| |
| The correct answer is 'True'. |
| Question 4 |
| Correct |
| Mark 1.00 out of 1.00 |
| Domain models represents real - world concepts, not the software components. |
| Select one: |
| True ✓ |
| ○ False |
| |
| The correct answer is 'True'. |
| Question 5 |
| Correct |
| Mark 1.00 out of 1.00 |
| |
| A popular approach to micro-level design is known as <i>responsibility-driven design</i> (RDD). We know the types of responsibilities that objects can have: |
| • Type 1 responsibility (knowing): Memorizing data or references, such as data values, data collections, or references to other objects, |
| represented as a • Type 2 responsibility (doing): Performing computations, such as data processing, control of physical devices, etc., represented as a |
| • Type 3 responsibility (communicating): Communicating with other objects, represented as sending (method invocation). |
| Select one: |
| ○ a. Message, Method, Property |
| ● b. Property, Method, Message ✓ |
| c. Method, Property, Message |
| d. Property, Message, Method |
| a. Troperty, Message, Method |
| |
| Your answer is correct. |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11887351&cmid=381204

The correct answer is: Property, Method, Message

| Ouestion 1 | |
|--------------|---------------------------------|
| Grade | 80.00 out of 100.00 |
| Marks | 4.00/5.00 |
| Time taken | 44 secs |
| Completed on | Monday, 2 October 2023, 6:16 AM |
| State | Finished |
| Started on | Monday, 2 October 2023, 6:15 AM |
| | |

Incorrect

Mark 0.00 out of 1.00

Object's coupling is indirectly proportional to the number of different messages the object sends to other objects.

Select one:

● True X

False

The correct answer is 'False'.

Question 2

Correct

Mark 1.00 out of 1.00

Domain models represents real - world concepts, not the software components.

Select one:

■ True

False

The correct answer is 'True'.

| Question 3 | |
|--|----|
| Mark 1.00 out of 1.00 | |
| | |
| Analysis phase is concerned about the aspect of software engineering where as Design is more focused on aspect. | |
| Select one: | |
| ○ a. When, What | |
| O b. How, What | |
| ○ c. What, How | |
| O d. What, When | |
| | |
| Your answer is correct. | |
| The correct answer is: What, How | |
| | |
| Outside A | |
| Question 4 Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Organizations are often fronted by a point-of-contact person. A common pattern is to have a specialized worker to take orders from th clients and orchestrate the workings of the workers inside the system. This type of object is known as Controller. | ne |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |
| The correct answer is 'True'. | |

https://my.uopeople.edu/mod/quiz/review.php?attempt=11887356&cmid=381204

| Question 5 | |
|-----------------------|--|
| Correct | |
| Mark 1.00 out of 1.00 | |

A popular approach to micro-level design is known as *responsibility-driven design* (RDD). We know the types of responsibilities that objects can have:

- Type 1 responsibility (knowing): Memorizing data or references, such as data values, data collections, or references to other objects, represented as a _______.
- Type 2 responsibility (doing): Performing computations, such as data processing, control of physical devices, etc., represented as a
- Type 3 responsibility (communicating): Communicating with other objects, represented as ______ sending (method invocation).

Select one:

- o a. Message, Method, Property
- b. Property, Method, Message
- oc. Method, Property, Message
- od. Property, Message, Method

Your answer is correct.

The correct answer is: Property, Method, Message

| Started on | Monday, 2 October 2023, 6:16 AM |
|------------------------|--|
| State | Finished |
| Completed on | Monday, 2 October 2023, 6:16 AM |
| Time taken | 35 secs |
| Marks | 5.00/5.00 |
| Grade | 100.00 out of 100.00 |
| Question 1 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| This was a sale than a | operty is critical for a good development method (process), because the design elaboration progresses systematically |

This traceability property is critical for a good development method (process), because the design elaboration progresses systematically, without great leaps that are difficult to grasp and/or follow.

Select one:

■ True

False

The correct answer is 'True'.

Question 2

Correct

Mark 1.00 out of 1.00

Object's coupling is indirectly proportional to the number of different messages the object sends to other objects.

Select one:

True

■ False

The correct answer is 'False'.

| 23/10/02 6:23 | Self-Quiz Unit 4: Attempt review |
|--|--|
| Question 3 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| A popular approach to micro-level design is known as <i>responsi</i> objects can have: | bility-driven design (RDD). We know the types of responsibilities that |
| represented as a | ces, such as data values, data collections, or references to other objects, h as data processing, control of physical devices, etc., represented as a |
| Type 3 responsibility (communicating): Communicating with | other objects, represented as sending (method invocation). |
| Select one: | |
| a. Message, Method, Property | |
| | |
| c. Method, Property, Message | |
| d. Property, Message, Method | |
| | |
| Your answer is correct. | |
| The correct answer is: Property, Method, Message | |
| The correct answer is. Froperty, Method, Message | |
| | |
| Question 4 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Organizations are often fronted by a point-of-contact person. A clients and orchestrate the workings of the workers inside the | common pattern is to have a specialized worker to take orders from the system. This type of object is known as Controller. |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |
| The correct answer is 'True'. | |
| The correct driswer is True. | |
| | |
| Question 5 | |
| Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Domain models represents real - world concepts, not the softw | are components. |
| Select one: | |
| True ✓ | |
| ○ False | |
| | |

The correct answer is 'True'.