T (1) Interface is a UML classifier

T (2) In UP, A Kickoff meeting should be hold to clarify goals in days at the beginning of iteration

T (3) Finding stakeholders（利益相关者） of the system is the most important thing for catching requirements

F (4) The message 'd = getProductDescription(id)' in sequence diagram is wrong syntax for missing a type of id

F (5) Showing a report object in a domain model is always useful.

F (6) A timer may be a special actor of the system

F (7) An object in domain layer can send messages to an UI object

T (8) In Agile Principles, our highest priority is early and continuously deliver valuable software to customer

F (9) An end user can find the operation process in UML Use Case Diagram

T (10) XP 'story card' practice is acceptable for catching requirements in UP.

T (11) In UP, a suitable iteration length is two to six weeks’ time box

F (12) Primary actors always be on the left and supporting actors on the right in UML Use Case Diagram

F (13) Any UML diagram in OOA must describe the System as Black Box

T (14) Use-case-driven means the development team employs the use cases from requirements gathering through code and test

F (15) It is more than a few weeks long for most projects in Inception.

F (16) The System Event handled by model layer in the MVC pattern.

T (17) Logical Architecture divides the software classes into packages, subsystems, and layers

F (18) The candidate use case 'Log In' can pass useful Test, for we use it every day

T (19) In Agile modeling, the purpose of modeling (sketching UML, …) is primarily to understand, not to document

T (20) Software Engineering are the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software

T (21) A domain model is a visual representation of conceptual classes or real-situation objects in a domain

T (22) A use case named 'Manage <X>', such as manage user, means that the user goal is to collapse(集中) CRUD on object X

F (23) 'Find Product Help' with underline in a use case text means emphasis

T (24) A '/' symbol before the attribute name is wrong in domain model

T (25) Incremental development for the same use case across iterations

跨越多次迭代对用例进行增量式开发

T (26) Composition(聚合) in the UML loosely suggests whole-part relationships

T (27) Inception in one sentence: Envision the product scope, vision, and business case

T (28) In practical OOD, we draw interactive diagram firstly, and then draw Design Class Diagram

T (29) The same UML diagram can be used in multiple perspectives

T (30) In domain model, only show some meaningful and interesting associations among classes