* The UML is the de facto standard diagramming notation for drawing or presenting software model. T

UML是描述、构造、文档化系统制品的可视化语言

* In Design Class Diagram(DCD), a association line between classes may has an association name. F

不需要关联名称

* UML property-string denote characteristic of UML Attributes of UML Class. 可能是对的吧T

UML规范采用UML特性字符串来表示元素的特性

* The precondition of buy drink for a vending machine(售货机) is "OK" displayed. F吧
* Software engineering is the application of a systematic, disciplined, quantifiable approach to develop software. T

定义

* In DCD, use a navigability arrow(导航箭头) to indicate that a Register object has an attribute of one Sale object. F

P182导航性箭头由源对象register指向目标对象，表示register的一个属性是sale对象。表示某个属性是这个sale对象（并不是）有sale对象的某属性

* Finding conceptual classes with noun phrase identification is a useful technique. T

概念类是思想、事物或对象；找概念类的三条策略：重用和修改现有的模型、使用分类列表、确定名词短语。

* XP 'story card' practice is acceptable for catching requirements in UP. T

UP：unified process统一过程，UP是灵活开放的，鼓励引进其他迭代方法中有用的时间，比如XP极限编程、Scrum等。UP项目甚至可以接受简单的XP素材卡片实践

迭代开发是UP和大多数其他现代方法中的关键实践

* In GoF Composite pattern, the whole object and its part objects have the same interface. T

定义组合和原子对象的类，使她们实现相同的接口

* Arrow line indicates the relation of a user use use cases in UML Use Case Diagram. F

用例图画实直线，不用箭头

* Informally, a use case is a specific sequence of actions and interactions between actors and the system. 我感觉是T

怎么看都还挺对的

* "condition: actions ..." structure can be used to describe a Use case Main Success Scenario F

主成功场景是典型的无条件的、理想的成功场景，所以这里这个condition会不会多余

* The requirements and object-oriented analysis focused on learning to do the thing right. F

需求和OOA需要做正确的事，后续的设计和实现才需要正确地做事

* In software design, Aggregation over Composition F

组合优于聚合

* Spend significant time doing class diagrams than UML interactive diagrams F

应该把时间花费在交互图（顺序图或通信图）而不仅是类图上

* It is more than "a few" weeks long for most projects in Inception. F

初始阶段主要是为项目目标建立一些初始的共同构想，确定项目是否可行，并决定是否值得进入细化阶段加以认真研究。当认为大部分项目的初始阶段后持续几周或更长时间，说明自己并不了解初始阶段。

* A '/' symbol before the attribute name is wrong in domain model F

UML约定，属性名称前加“/”符号，表示该属性重要，且可导出。

* In UP, a suitable iteration length is two to six weeks timebox T

P17大部分迭代方法建议迭代时间在2-6周之间

* To implement a singleton class, we prefer eager initialization. F

单实例类的方法通常使用缓式初始化lazy initialization 而不是eager initialization预先初始化

* During OOA , there is an emphasis on finding and describing the objects or conception in the problem domain. T

OOA强调在问题领域内发现和描述对象或概念、OOD强调的是定义软件对象以及它们如何写作以实现需求。

* 'Find Product Help' with underline in a use case text means emphasis（突出、强调）F

当一个用例引用另一个用例，被引用的那个用例会被加以下划线

补充：用例是文本文档，而非图形；用例建模主要是编写文本的活动而非制图。

编写用例文本比画用例图更重要

* Use Case name must start with a verb. T

P50 用例名称必须以动词开始

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

敏捷原则，优先级最高的是，通过早期和持续交付有价值的软件来满足客户

* A domain model can show UI elements and database in a business project F

领域模型是可视化字典，表示领域的重要抽象、领域词汇和领域的内容信息。所关注的是现实世界领域中事物的可视化，窗口或数据库属于软件制品，因此不属于领域模型，但UI模型属于领域模型。

* In elaboration, we do not need deliver a runnable product to user for testing F

细化阶段需要对核心、有风险的软件架构进行编程和测试、发现并稳定需求的主体部分、规避主要风险

* "+doSomething(b:B)" of class A means that the class A dependent on the class B. T

常见的依赖形式：拥有提供者类型的属性、项提供者发送消息、接收提供者类型的参数、提供者是超类或接口。

* In the UP, requirements are categorized according to the FURPS+ model T

P42在统一过程中，需求按照FURPS+模型进行分类，含义如下：功能性functional、可用性usability、可靠性reliability、性能performance、可支持性supportability、可实现性、接口、操作、包装、授权（+）

* Operations are usually assumed private if no visibility is given T

操作的可见性，不填则默认是私有的



* SSD should involving other external systems. In general, the external system place at the left of the ":system". F我猜

SSD展示了直接与系统交互的外部参与者、系统（作为黑盒）以及有参与者发起的系统事件这个，在右侧 。

* The sequence of software development in UP should be: 1) define the requirements; 2) design the architecture; 3) implement F

开启阶段(inception)，细化阶段(elaboration)，构建阶段(construction)，移交阶段(transition)，生产(production)