

Congratulations! You passed!

Grade Latest received 100% Grade

Latest Submission Grade 100% **To pass** 75% or higher

Go to next item

Which of these are desirable characteristics of a software design? Choose the three correct answers.	1 / 1 point
✓ reusability	
Correct Correct! Software designers hate to repeat themselves. If code is reusable, then there is less overall coding to do.	
tight coupling	
✓ maintainability	
Correct Correct! Code should be maintainable, which means the code can be modified or extended easily.	
✓ flexible	
 Correct Correct! We strive to make code flexible, which is to say that it can be adapted for new requirements 	
	1/1 point
Identify two outcomes of the design process. Choose the two correct answers.	
code implementation	
design plan	
✓ conceptual design	
Correct Correct! Conceptual design covers the early part of design, where the problem is translated into a high-level solution.	
\checkmark	
technical design	
 Correct Correct! Technical design gets even closer to the actual implementation. 	
You are writing out a CRC card for a bank machine component. Under which section should you put "Track Cash Remaining."	1/1 point
0	
Risk	
Class	
•	
Responsibility	
0	
Collaborator	
 Correct Correct! One of the responsibilities of this bank machine is to track how much money it has left. 	
	1/1 point
Which two of these are likely to be a part of conceptual design?	
Abstract data types	

	Ц	
	Methods	
	✓ CRC Cards	
	○ Correct	
	Correct! CRC cards are used to get a sense of the classes, components, etc. that your design may have.	
	✓ Mockups	
	 Correct Correct! Mockups help the designers decide on relationships between components. 	
5.	When during the design process are you likely to produce CRC cards the most?	1 / 1 point
	0	
	customer meetings	
	conceptual design	
	0	
	after releasing the software	
	O technical design	
	Correct Correct! CRC cards are most often created and used in conceptual design, especially when the team is almost ready to transition into technical design.	
6.	Which of the following are examples of non-functional requirements? Choose the three correct answers.	1/1 point
	✓ security	
	 Correct Correct. The security of a system and how it protects data may be as important as its function. Remember that the function is the system's reason for being. 	
	✓ performance	
	⟨→ Correct	
	Correct. The speed and responsiveness of a system is often as important as what its actual function is! Remember that the function is the system's reason for being.	
	✓ availability	
	 Correct Correct! That the functions of the system are available for use is as important as the functions themselves. Remember that the function is the system's reason for being. 	
	□ purpose	
7.		1/1 point
	Select the three categories of objects generally present in object-oriented software.	
	✓ boundary	
	 Correct Correct! Boundary objects typically interface with another system. 	
	tool	
	✓ entity	
	 Correct Correct! Entity objects are the backbone of the system, and often correspond to real life objects. 	
	✓ control	
	Correct! Control objects manage the interactions of other objects.	

8.

control	
O entity	
• boundary	
representation	
 Correct Correct! This object interacts with another "system" (the user), so it is considered a boundary object. 	
9. You are planning a Professor class as part of your software design. Which of these will you consider a collaborator? Choose the two correct answers.	1/1 point
abla	
Course	
Correct Correct! Typically the Professor will have to teach a course, so a course object is likely to be a collaborator.	
☐ Teach Course	
Track Employment Status	
✓ Student	
 Correct Correct! The student and professor classes will likely be collaborators. 	
,	
10. What is a requirement of this form called? "As a, I want to, so that".	1 / 1 point
○ key concept	
O entity abstraction	
user story	
0	
conceptual mockup	
 Correct Correct! User stories help you to identify the functional requirements of the system. 	
correct, oser stories help you to identify the functional requirements of the system.	
11. You are a programmer creating software for a bank machine system. Which section of a CRC card for the bank machine component will the "User" go into?	1 / 1 point
Responsibility	
Collaborator	
Object	
○ Class	
 Correct Correct! Users collaborate with the bank machine component. 	
12. During conceptual design, you will talk about (Choose the three correct answers):	1/1 point
technical diagrams	
✓ mockups	
 Correct Correct. Mockups are important for customer communication and to start to think about the architecture. 	
✓ tradeoffs	
 Correct Correct. Every design decision involves trade-offs, even in the early stages of design. 	
and the state of t	
✓ requirements	
 Correct Correct! Customer requirements of what the system should be and do are the start for all discussions of 	

the design.