

- DASHBOARD
- CALENDAR
- NEWS
- COMMUNITY
- ORGANIZE YOUR STUDIES
- INFO CENTER
- HELP & CONTACT (FAQ)
- REQUIREMENTS ENGINEERING
- VIDEO GALLERY
- YOUR COURSES OF STUDY

## ENGINEERING

Monday, May 2023, 1:57 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM
Monday, May 2023, 2:00 PM

Which elements are used in the UML use case diagram?

class, which separates elements inside and outside; a use case including single activity steps; and an actor, which is a role or another system always outside the system boundary

class, which separates elements inside from those outside; a use case name containing a verb, a use case including single activity steps; and an actor, which is a role or another system always outside the system boundary

class, which exclusively binds use cases together; a use case with single activities, showing connections with other uses cases or actors; and an actor, which is a role or another system always outside the system boundary

class, which is separating elements inside and outside with a label for a title; a use case showing connections with other uses cases or actors; and an actor, which is a role or another system inside or outside the system boundary

Your answer is correct.

Which elements are used in the UML activity diagram?

actions determining the behavior of the activity; activities, which are complex actions which can and will be modeled with further details; control flows, which are edges with arrowheads; a decision node, which splits based on XOR; merge mode, which is based on AND; parallelization, which is based on AND or OR; and synchronization, which is the merging of incoming flows based on definable conditions

actions determining the behavior of the activity; activities, which are complex actions that can and will be modeled with further details; control flows, which are edges with a single arrowhead; a decision node, which splits based on OR; merge mode, which is based on OR; parallelization, which is based on AND or OR; and synchronization, which is the merging of incoming flows based on the AND condition

actions determining the behavior of the activity; activities, which are complex actions that can and will be modeled with further details; control flows, which are edges with arrowheads; a decision node, which splits based on XOR; merge mode, which is based on OR; parallelization, which is based on AND or OR; and synchronization, which is the merging of incoming flows based on the AND condition

actions determining the behavior of the activity; activities, which are complex actions that can and will be modeled with further details; control flows, which are edges with no, one, or two arrowheads; a decision node, which splits based on XOR; merge mode, which is based on OR; parallelization, which is based on AND or OR; and synchronization, which is the merging of incoming flows based on the AND condition

Your answer is correct.

Question 3  
Correct  
Mark 10 out of 10  
Flag question

Which elements are used in the UML class diagram?

class, which corresponds to a business entity or object; class with attributes and operations; relations or associations between classes, which have a different meaning depending on whether they are with or without arrowheads; and multiplicities to specify the quantities of relations

class, which corresponds to a business entity or object; class with attributes but without operations; relation or associations between classes where the arrowhead defines the direction of dependency; and multiplicities to specify the quantities of relations

class, which is a set of objects that have a similar specification of features, constraints, and semantics; class with operations; relations or associations between classes, where arrowheads indicate the direction of inheritance; and multiplicities to specify the quantities

class, which is a set of objects that have a similar specification of features, constraints, and semantics; class with attributes and operations; relations or associations between classes, which have a different meaning depending on whether they are with or without arrowheads; and multiplicities, which define the number of objects in a class

Your answer is correct.

Question 4  
Correct  
Mark 10 out of 10  
Flag question

Which elements are used in the UML state diagram?

state, which is the technical situation or an activity to start the transition; start and end states, which mark the start and end point(s) in the diagram; state transition, which is the transfer from one state to another state; split of transition flow by decision; and join of different transitions

state, which is the technical situation of an object or a system; start and end states, which mark the start and end point in the diagram; state transition, which determines the order of the states and means transfer between different states; split of transition flow; and join of different transitions

state, which is the technical situation or an activity to start the transition; start and end states, which mark the start and end point in the diagram; state transition, which determines the order of the states; split of transition flow; and join of different transitions

state, which is the technical situation of an object or a system; start and end states, which mark the start and end point in the diagram; state transition, which is the transfer from one state to another state in activity diagrams; split of transition flow based on OR and AND logical decisions; and join of different transitions based on OR decision

Your answer is correct.



### QUIZ NAVIGATION

- 1
- 2
- 3
- 4
- 5

Show one page at a time  
Finish review

**Question 5**

Correct

Mark 10 out of 10

 Flag question

UML is not ...

- ☐ ... only a programming language, perfect and consistent, specialized for one application area, or a complete substitute for textual descriptions.
- ☐ ... only a programming language, incomplete, specialized for two application areas, or a complete substitute for textual descriptions.
- ☒ ... a programming language, perfect and complete, specialized for one application area, or a complete substitute for textual descriptions. ✓
- ☐ ... a programming language, perfect and complete, specialized for software development, or a complete substitute for textual descriptions.

Your answer is correct.

[Finish review](#)[◀ Online Test: Unit 05](#)

Jump to...

[Online Test: Unit 07 ▶](#)You are logged in as [Jasmine Ampofo](#) ([Log out](#))[Legal notice](#) | [Privacy policy](#) | [Cookie Settings](#)