

**GLS UNIVERSITY**  
**Faculty of Computer Applications & IT**  
**BCA SEM IV**  
**SOOAD**  
**Assignment - 4**

<b>Q-1</b>	<b>Fill In the blanks.</b>
1.	_____ diagram captures the functional requirements of a system.
2.	_____ is the only relationship allowed between actors on a use-case diagram.
3.	_____ represents a coherent set of roles that users of use-cases play.
4.	_____ diagram captures the static structural aspect of a system.
5.	_____ have attributes, operations and relationships with other classes.
6.	An _____ represents a physical or conceptual connection between two or more classes.
7.	_____ indicates that a strong lifecycle is associated between the classes.
8.	_____ provides only a definition of business functionality of a system.
9.	A class can also be associated with itself using _____ association.
10.	_____ provides ability to groups the classes together.
11.	_____ diagram shows a complete or partial view of the structure of modelled system at a specific time.
12.	_____ is an instance of class.
13.	A _____ is a physical connection among objects.
<b>Q-2</b>	<b>True and False.</b>
1.	<<include>> can be also represented as <<uses>>.
2.	Relationship between actor and usecases are represented by dotted line.
3.	The rectangle around the use-cases is called System Boundary Box.
4.	Design class diagram representing domain analysis and analysis class diagram representing detailed analysis.
5.	Generalization is relationship between a class and subclass in class diagram.
6.	A class notation is shown as rectangle divided into three compartments.
7.	Dependency is a strong relationship between classes and represent by solid line.
8.	0..1 defines the zero to many multiplicity.
9.	
10.	Associations are the "glue" that ties a system together.
<b>Q-3</b>	<b>Answer the following questions.</b>
1.	Explain Elements of Use-case diagram.
2.	Provide benefits of use-case diagram.
3.	Explain the guidelines for design of use-case diagram.
4.	Explain Elements of Class Diagram.
5.	Provide guidelines for design of class diagram.
6.	Explain Elements of Object Diagram.
7.	Provide guidelines for design of object diagram.
8.	Draw an object diagram of hotel management.

9.	An interface is a variation of a class.
10.	A Package provides the ability to group together classes or interfaces.
<b>Q-4</b>	<b>Draw the Use case &amp; Class diagram form below system.</b>
	<ol style="list-style-type: none"> <li>1. ATM cash withdraw</li> <li>2. Online Admission Process</li> <li>3. Online Shopping System</li> <li>4. Library Management System</li> <li>5. Online Food Ordering System.</li> </ol>