1. What is the Pareto Principle?

A. 80% of the effects come from 20% of the causes. \*

B. 20% of the effects come from 80% of the causes.

C. 50% of the effects come from 50% of the causes.

D. 90% of the effects come from 10% of the causes.

E. None of the above

1. An actor is an entity outside the system to be modeled, interacting with the system.

A. True \*

B. False

1. Sequence diagrams

A. Describe the dynamic behavior between objects of the system.

B. Describe the static structure of the system: Objects, attributes, associations.

C. Describe the dynamic behavior of an individual object. \*

D. Describe the functional behavior of the system as seen by the user.

E. None of the above.

1. Modeling consists of building an abstraction of reality.

A. True \*

B. False

1. All UML Diagrams denote graphs of nodes and edges.

A. True \*

B. False