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Quick check questions

You can find the answers to these in the chapter.

a Developing systems using a structured approach can result in problematic software. List three problems associated with the structured approach.

b List four qualities that are desirable in a software construct.

c What is meant by the term *seamless development*?

d What is the difference between a class and an object?

e What is the difference in the UML diagrammatic notation for a class and an object?

f What do we mean when we refer to the behaviour of an object?

g How does the state of an object affect its behaviour?

h What is meant by the term *encapsulation*?

i How do objects communicate?

j What do we mean when we talk about the public interface of an object?

k What is instantiation?

l List three types of relationships between classes. Briefly describe each.

m Why might you decide to model one class as a subclass of another?

n What is an abstract class? Why do we use them?

o What is the difference between an operation and a method? What is the significance of this for polymorphism?

p What is dynamic binding?

q What is the difference between aggregation and composition?