SOFTWARE ENGINEERING (Class:5215, 5216, 5217 & 5218) - Fall 2021   >
➡☑ Tests & Quizzes

Tests & Quizzes

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Part 1 - Default - 19/20 Answered Question, 60.0 / 100.0 Points

- 5 Points 1. The activity final node, drawn as a filled circle, marks the end of the activity
- 5 Points 2. In an activity diagram, a decision should always end up at a join
- 5 Points 3. attributes and operations having package visibility are specified using the _____ symbol
- 5 Points 4. If a base class's reference is pointing towards a child class's object, then it can call the functions defined in the child class
- 5 Points 5. While defining a class, discarding irrelevant details within a given context is called _____
- 5 Points 6. Aggregation is a stronger class relationship than composition
- 5 Points 7. Time runs from left to right in a sequence diagram
- 5 Points 8. <> relationship shows that one use case is a special type of another use case
- 5 Points 9. How many views of software can be represented through the Unified Modeling Language (UML)?
- 5 Points 10. A static attribute in UML is always _____
- 5 Points 11. Which of the following diagrams represents the interaction of the user with the software but tells nothing about the internal working of the software?
- 5 Points 12. During generalization, the protected attributes of the base class are not inherited by the child class
- 5 Points 13. in a class diagram there are _____ ways to define a class
- 5 Points 14. which of the following diagrams is time oriented
- 5 Points 15. A UML diagram that facilitates requirements gathering and interacts between system and external users, is called as
- 5 Points 16. While designing software, it is preferable to use composition over generalization
- 5 Points 17. During generalization, the private attributes of the base class are not inherited by the child class
- 5 Points 18. A communication line in a Use case diagram is shown by a _____

- 5 Points 19. Always use scalar graphics for your icons. It's the easiest way to ensure your icons will look sharp in any device or resolution
- 5 Points 20. _____ enables a class to hide the inner details of how it works from the outside world

Part 2 - Design Related Questions - 0/5 Answered Question, 0.0 / 50.0 Points

- 10 Points 1. Look at the class diagram above carefully. Then look at the code given below and mark the lines where you find errors. Keep in mind that if you select a wrong option, it will negate a right option that you have selected.
- 10 Points 2. Look at the class diagram above carefully. Then look at the code given below and mark the lines where you find errors. Keep in mind that if you select a wrong option, it will negate a right option that you have selected.
- 10 Points 3. Look at the code below: class MainClass { public static void main(String[] args) { Beta beta; Alpha alpha = new Alpha(); beta = alpha.GetBeta(); alpha = null; } } class Alpha { Beta temp; public Beta GetBeta() { temp = new Beta() return temp; } } class Beta { } Select the correct relationship between the classes
- 10 Points 4. Look at the class diagram above carefully. The code below is based on the diagram given above. Suppose, you fix all the errors, what will be the output of the program?
- 10 Points 5. Look at the class diagram above carefully. The code below is based on the diagram given above. It however has errors. Can you mark the lines that have an error? As before, a wrong answer will negate a right one

Part 1 of 2 Default

- Question 1 of 20: [0.0] / 5.0 Points

    The activity final node, drawn as a filled circle, marks the end of the activity

    ✖   ◯ True
          ◯ False

    Answer Key: False

    Comments for Student:

    [   ]

    Attachments

    No Attachment(s) yet

    [Add Attachments]

- Question 2 of 20: [0.0] / 5.0 Points

In an activity diagram, a decision should always end up at a join

✖   ○ True

      ○ False

Answer Key: False

Comments for Student:

Attachments

No Attachment(s) yet

[Add Attachments]

- Question 3 of 20: [5.0] / 5.0 Points

attributes and operations having package visibility are specified using the _____ symbol

○ ✔ ○ A. #

○ ✔ ○ B. ~

○ ✔ ○ C. +

○ ✔ ○ D. -

Answer Key: B

Comments for Student:

Attachments

No Attachment(s) yet

[Add Attachments]

- Question 4 of 20: [5.0] / 5.0 Points

If a base class's reference is pointing towards a child class's object, then it can call the functions defined in the child class

✔ ○ True
  ○ False

Answer Key: False

Comments for Student:

Attachments

No Attachment(s) yet

[Add Attachments]

- Question 5 of 20: [5.0] / 5.0 Points

While defining a class, discarding irrelevant details within a given context is called _____

○ ✔ ○ A. Encapsulation

○ ✔ ○ B. Abstraction

○ ✔ ○ C. Realization

○ ✔ ○ D. Generalization

Answer Key: B

Comments for Student:

Attachments

No Attachment(s) yet

[Add Attachments]

- Question 6 of 20: 5.0   / 5.0 Points

  Aggregation is a stronger class relationship than composition

  ✔
  - ○ True
  - ○ False

  Answer Key: False

  Comments for Student:

  Attachments

  No Attachment(s) yet

  [Add Attachments]

- Question 7 of 20: 0.0   / 5.0 Points

  Time runs from left to right in a sequence diagram

  ✖
  - ○ True
  - ○ False

  Answer Key: False

  Comments for Student:

  Attachments

  No Attachment(s) yet

  [Add Attachments]

- Question 8 of 20: 0.0   / 5.0 Points

  <<extend>> relationship shows that one use case is a special type of another use case

  ✖ ○ True

⭕ False

Answer Key: False

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 9 of 20: 0.0   / 5.0 Points

How many views of software can be represented through the Unified Modeling Language (UML)?

- ✔ ⭕ A. 3
- ✖ ⭕ B. 4
- ✔ ⭕ C. 5
- ✔ ⭕ D. 6

Answer Key: C

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 10 of 20: 5.0   / 5.0 Points

A static attribute in UML is always _____

○ ✔ ○ A. Bold

○ ✔ ○ B. Italicized

○ ✔ ○ C. Underlined

Answer Key: C

Comments for Student:

Attachments

No Attachment(s) yet

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• Question 11 of 20: `5.0` / 5.0 Points

Which of the following diagrams represents the interaction of the user with the software but tells nothing about the internal working of the software?

○ ✔ ○ A. Use case diagrams

○ ✔ ○ B. Activity diagrams

○ ✔ ○ C. Sequence Diagrams

○ ✔ ○ D. Class diagrams

Answer Key: A

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 12 of 20: 5.0   / 5.0 Points

  During generalization, the protected attributes of the base class are not inherited by the child class

  ✔ ○ True
    ○ False

  Answer Key: False

  Comments for Student:

  Attachments

  No Attachment(s) yet

  [Add Attachments]

- Question 13 of 20: 0.0   / 5.0 Points

  ┌─ in a class diagram there are _____ ways to define a class ─────────────────┐
  │   │
  │ ○ ✔ ○ A. 2   │
  │   │
  │ ○ ✔ ○ B. 3   │
  │   │
  │ ○ ✔ ○ C. 4   │
  │   │
  │ ○ ✔ ○ D. 5   │
  │   │
  │   │
  │ **Answer Key:** C   │
  │   │
  └───┘

  Comments for Student:

  Attachments

  No Attachment(s) yet

  [Add Attachments]

- Question 14 of 20: 5.0 [   ] / 5.0 Points

---

which of the following diagrams is time oriented

- ✔ ◯ A. Use case diagram

- ✔ ◯ B. Class diagram

- ✔ ◯ C. Activity diagram

- ✔ ◯ D. Sequence Diagram

Answer Key: D

Comments for Student:

[   ]

Attachments

No Attachment(s) yet

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- Question 15 of 20: 5.0 [   ] / 5.0 Points

A UML diagram that facilitates requirements gathering and interacts between system and external users, is called as

- ✔ ◯ A. Activity Diagram

- ✔ ◯ B. Class Diagram

- ✔ ◯ C. Use Case Diagram

- ✔ ◯ D. Sequence Diagram

Answer Key: C

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 16 of 20: 5.0   / 5.0 Points

While designing software, it is preferable to use composition over generalization

✔ ○ True
   ○ False

Answer Key: True

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 17 of 20: 0.0   / 5.0 Points

During generalization, the private attributes of the base class are not inherited by the child class

✖ ○ True
   ○ False

Answer Key: False

Comments for Student:

Attachments

No Attachment(s) yet

Add Attachments

- Question 18 of 20: 5.0   / 5.0 Points

A communication line in a Use case diagram is shown by a _____

- ✔ ◯ A. dotted line

- ✔ ◯ B. straight line

- ✔ ◯ C. arrow

- ✔ ◯ D. dotted arrow

Answer Key: B

Comments for Student:

Attachments

No Attachment(s) yet

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- Question 19 of 20: 0.0   / 5.0 Points

Always use scalar graphics for your icons. It's the easiest way to ensure your icons will look sharp in any device or resolution

◯ True

✘
◯ False

Answer Key: False

Comments for Student:

Attachments

No Attachment(s) yet

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- Question 20 of 20: 5.0 / 5.0 Points

_____ enables a class to hide the inner details of how it works from the outside world

- ✔ ◯ A. Encapsulation

- ✔ ◯ B. Abstraction

- ✔ ◯ C. Realization
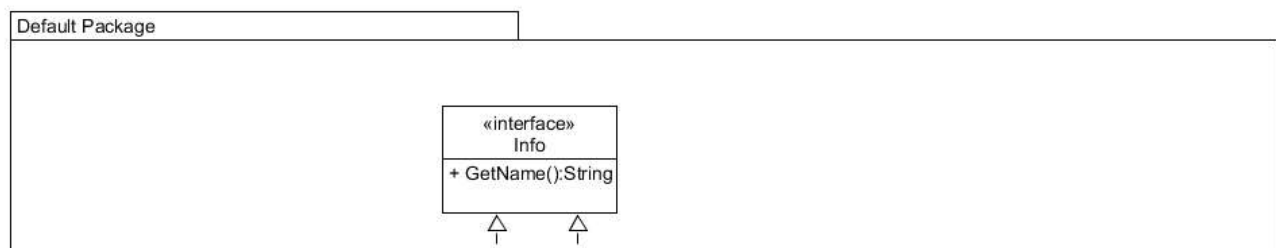
- ✔ ◯ D. Generalization
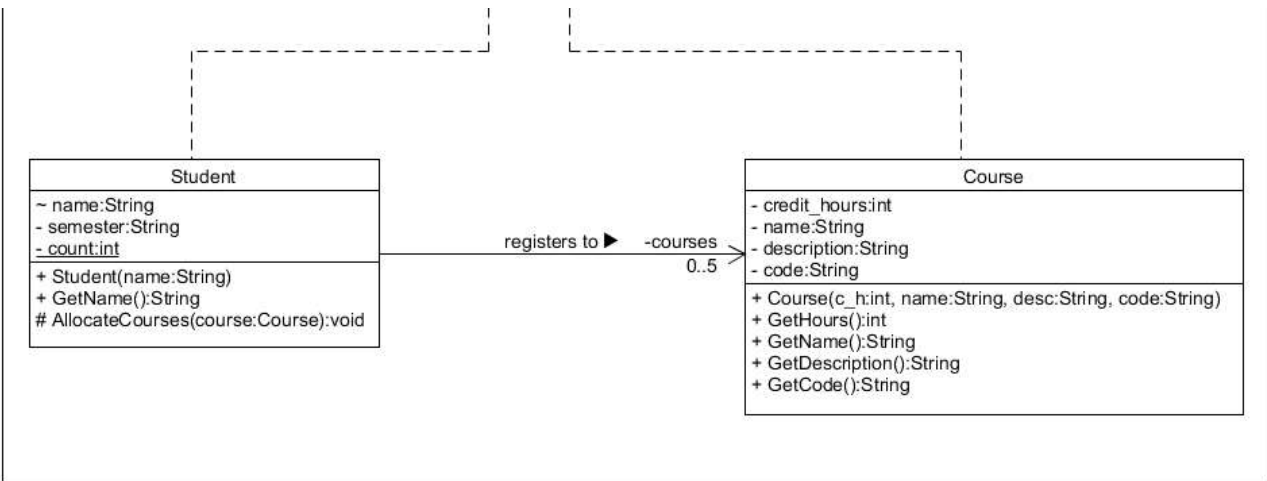
Answer Key: A

Comments for Student:

Attachments

No Attachment(s) yet

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Part 2 of 2 Design Related Questions

- Question 1 of 5: 0.0 / 10.0 Points

Look at the class diagram above carefully. Then look at the code given below and mark the lines where you find errors. Keep in mind that if you select a wrong option, it will negate a right option that you have selected.

```java
1   public class Course extends Info{
2       private String credit_hours;
3       private String name;
4       private String description;
5       private String code;
6       public void Course(int c_h, String name, String desc, String code ) {
7           this.credit_hours = c_h;
8           this.name = name;
9           this.description = desc;
10          this.code = code;
11      }
12      public String GetHours() {return credit_hours;}
13      public String GetName() {return name;}
14      public String GetDescription() {return description;}
15      public String GetCode() {return code;}
16  }
```

- [ ] A. 1
- [ ] B. 2
- [ ] C. 3
- [ ] D. 4
- [ ] E. 5
- [ ] F. 6
- [ ] G. 7
- [ ] H. 8
- [ ] I. 9

☐ J. 10

☐ K. 11

☐ L. 12

☐ M. 13

☐ N. 14

☐ O. 15
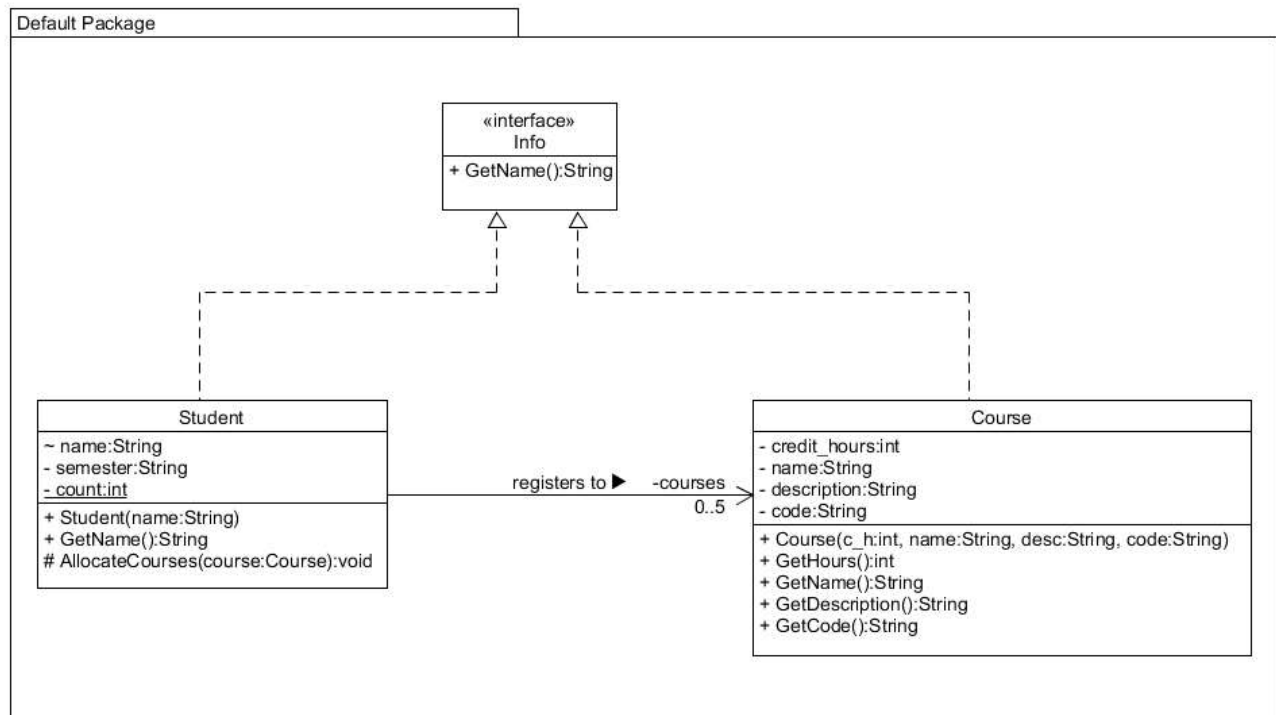
☐ P. 16

Answer Key: A, B, F, L

Comments for Student:

Attachments

No Attachment(s) yet

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- Question 2 of 5: 0.0 | / 10.0 Points

```
Default Package
```

Look at the class diagram above carefully. Then look at the code given below and mark the lines where you find errors. Keep in mind that if you select a wrong option, it will negate a right option that you have selected.

```
1    public class Student extends Info {
2          private String name;
3          private String semester;
4          private int count = 0;
5          private Course[] courses = new Course[5];
6          public void Student(String name) {count++;this.name = name;}
7          public String GetName() {return name;}
8          protected void AllocateCourse(Course course)
9          {
10             for(int i = 0; i < 5; i ++)
11             {
12                 if (courses[i] == null)
13                 {
14                     courses[i] = course;
15                 }
16             }
17         }
18    }
```

- [ ] A. 1
- [ ] B. 2
- [ ] C. 3
- [ ] D. 4
- [ ] E. 5
- [ ] F. 6
- [ ] G. 7
- [ ] H. 8

Answer Key: A, B, D, F

Comments for Student:

Attachments

No Attachment(s) yet

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- Question 3 of 5: 0.0 / 10.0 Points

Look at the code below:

```java
class MainClass
{
    public static void main(String[] args)
    {
        Beta beta;
        Alpha alpha = new Alpha();
        beta = alpha.GetBeta();
        alpha = null;
    }
}


class Alpha
{
    Beta temp;
    public Beta GetBeta()
    {
        temp = new Beta()
        return temp;
    }
}

class Beta
```

```
{

}
```
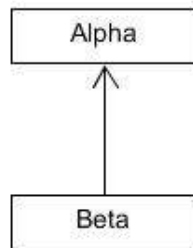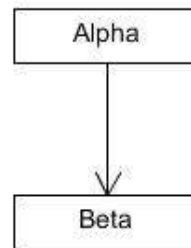
Select the correct relationship between the classes
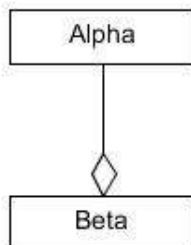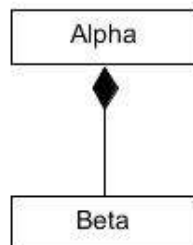

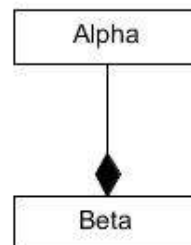(A)   (B)   (C)   (D)

(E)   (F)   (G)   (H)

○ ✔ ○ A. A

○ ✔ ○ B. B

○ ✔ ○ C. C

○ ✔ ○ D. D

○ ✔ ○ E. E

○ ✔ ○ F. F

○ ✔ ○ G. G

○ ✔ ○ H. H

Answer Key: D

Comments for Student:

Attachments

No Attachment(s) yet

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- Question 4 of 5: 0.0   / 10.0 Points
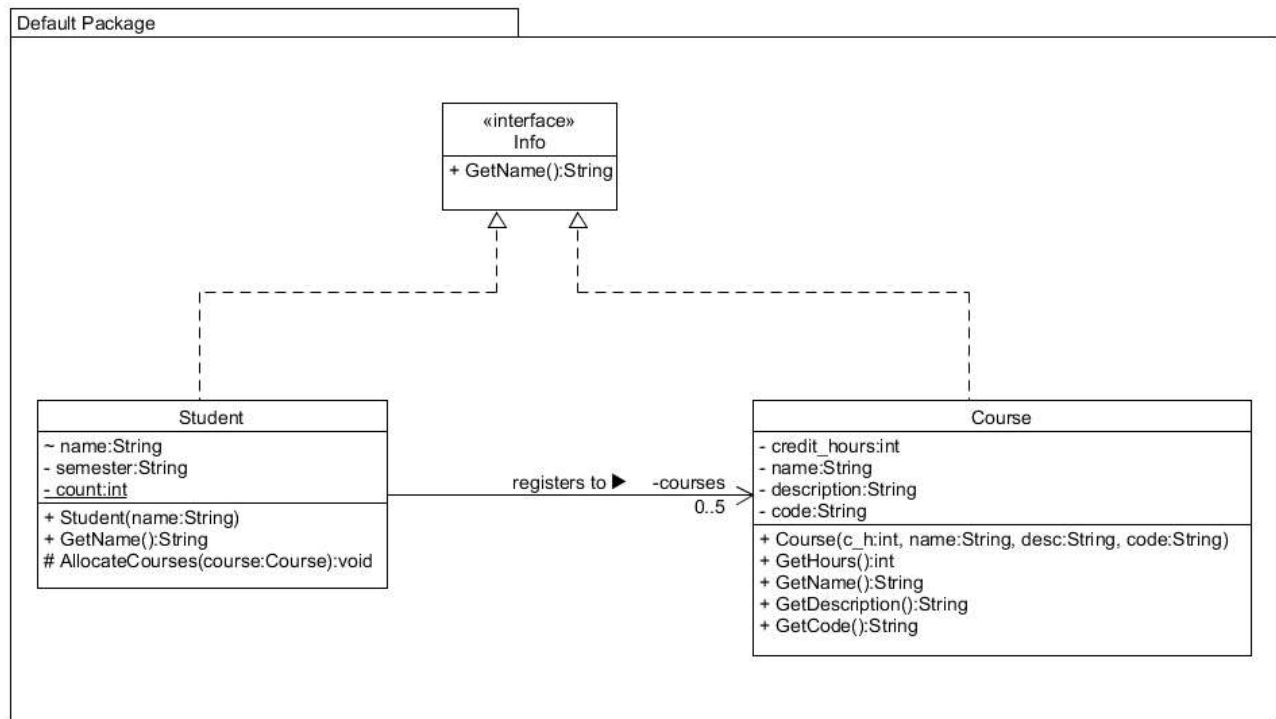
Default Package

```
                              «interface»
                                 Info
                           + GetName():String
                              △       △
                              ┆       ┆
        ┌─────────────────────┘       └──────────────────────┐
        ┆                                                     ┆
┌──────────────────────┐                      ┌───────────────────────────────────────────────────┐
│       Student        │                      │                      Course                        │
├──────────────────────┤   registers to ▶     ├───────────────────────────────────────────────────┤
│ ~ name:String        │──────────── -courses │ - credit_hours:int                                │
│ - semester:String    │            ╲    0..5 │ - name:String                                     │
│ - count:int          │             ╲───────▶│ - description:String                              │
├──────────────────────┤                      │ - code:String                                     │
│ + Student(name:String)│                     ├───────────────────────────────────────────────────┤
│ + GetName():String   │                      │ + Course(c_h:int, name:String, desc:String, code:String)│
│ # AllocateCourses(course:Course):void │     │ + GetHours():int                                  │
└──────────────────────┘                      │ + GetName():String                                │
                                               │ + GetDescription():String                         │
                                               │ + GetCode():String                                │
                                               └───────────────────────────────────────────────────┘
```

Look at the class diagram above carefully.

The code below is based on the diagram given above. Suppose, you fix all the errors, what will be the output of the program?

```
1    public class MainProgram {
2        public static void main(String[] args)
3        {
4            Student student = new Student("Ahmad");
5            student.name = "Aamir";
6            Course course = new Course("3", "SE", "Software Engineering", "CSE312" );
7            student.AllocateCourse(course);
8            System.out.println(student.GetName());
9        }
10   }
```

o ✔ ○ A. Ahmad

o ✔ ○ B. Aamir

o ✔ ○ C. null

o ✔ ○ D. The program will exit without showing an error

Answer Key: B
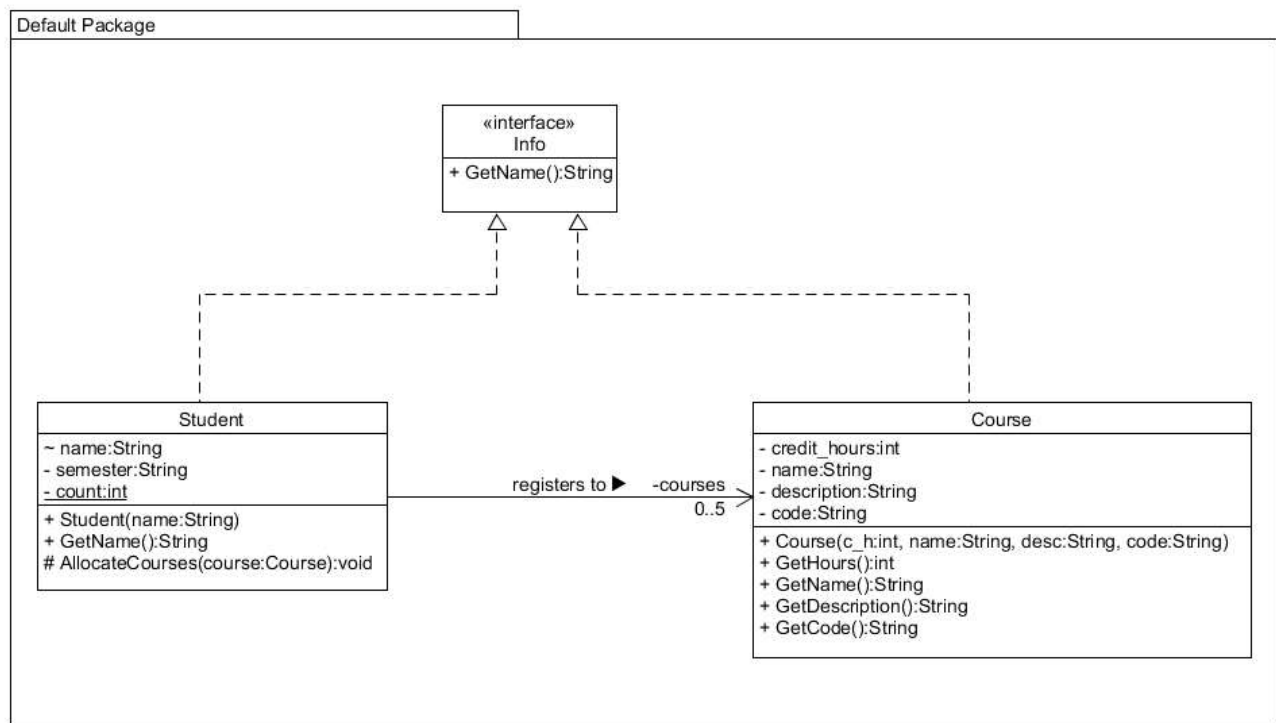
Comments for Student:

Attachments

No Attachment(s) yet

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- Question 5 of 5: 0.0 / 10.0 Points

```
Default Package
    ┌──────────────────────────┐
    │        «interface»       │
    │           Info           │
    ├──────────────────────────┤
    │    + GetName():String    │
    └──────────────────────────┘
```

Student		Course
~ name:String		- credit_hours:int
- semester:String		- name:String
- count:int	registers to ▶ -courses	- description:String
	0..5	- code:String
+ Student(name:String)		+ Course(c_h:int, name:String, desc:String, code:String)
+ GetName():String		+ GetHours():int
# AllocateCourses(course:Course):void		+ GetName():String
		+ GetDescription():String
		+ GetCode():String

Look at the class diagram above carefully.

The code below is based on the diagram given above. It however has errors. Can you mark the lines that have an error?

As before, a wrong answer will negate a right one

```
1    public class MainProgram {
2        public static void main(String[] args)
3        {
4            Student student = new Student("Ahmad");
5            student.name = "Aamir";
6            Course course = new Course("3", "SE", "Software Engineering", "CSE312" );
7            student.AllocateCourse(course);
8            System.out.println(student.GetName());
9        }
10   }
```

☐ A. 4

☐ B. 5

☐ C. 6

☐ D. 7

☐ E. 8

Answer Key: C

Comments for Student:

Attachments

No Attachment(s) yet

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Sakai 19.1

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Sakai

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