1. Read the following statements. Which of them are **true**? **1 / 1 point**

1. Project managers are stakeholders in the architecture
2. End users are stakeholders in the architecture

- (●) Both statements are true
- ( ) Neither statement is true
- ( ) Only the first statement is true.
- ( ) Only the second statement is true.

Correct
Correct! Project managers are stakeholders because the architecture affects how they will manage the development. End users do not see the architecture, but it still affects how well the software works!

2. Which of these UML diagrams might be useful for the logical view of a system? Select the **2 correct** answers. **1 / 1 point**

- [x] Class diagram

Correct
Correct! Class diagrams are the most basic logical view, Their entire purpose is to show the relationship between classes and objects.

- [ ] Deployment diagram
- [x] State diagram

Correct
Correct! State diagrams focus on the behaviour of objects and classes, making them a good fit for a logical view.

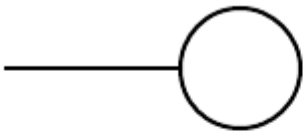
- [ ] Sequence diagram

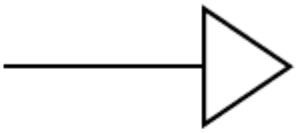
3. You need to show how your software elements are mapped to hardware nodes and execution environments. Which view do you need? **1 / 1 point**

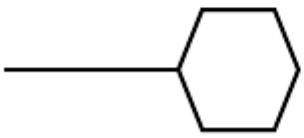
- scenario
- development view
- process view
- physical view

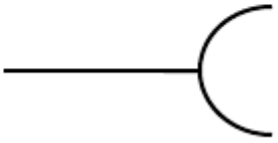
Correct
Correct! The physical view is concerned with the physical deployment - either to hardware nodes or execution environments - of the software.

4. William is drawing out a component diagram. One of his classes needs an interface from another component. Which of these connectors should he use on the component that needs an interface from another component? **1 / 1 point**

a) 

b) 

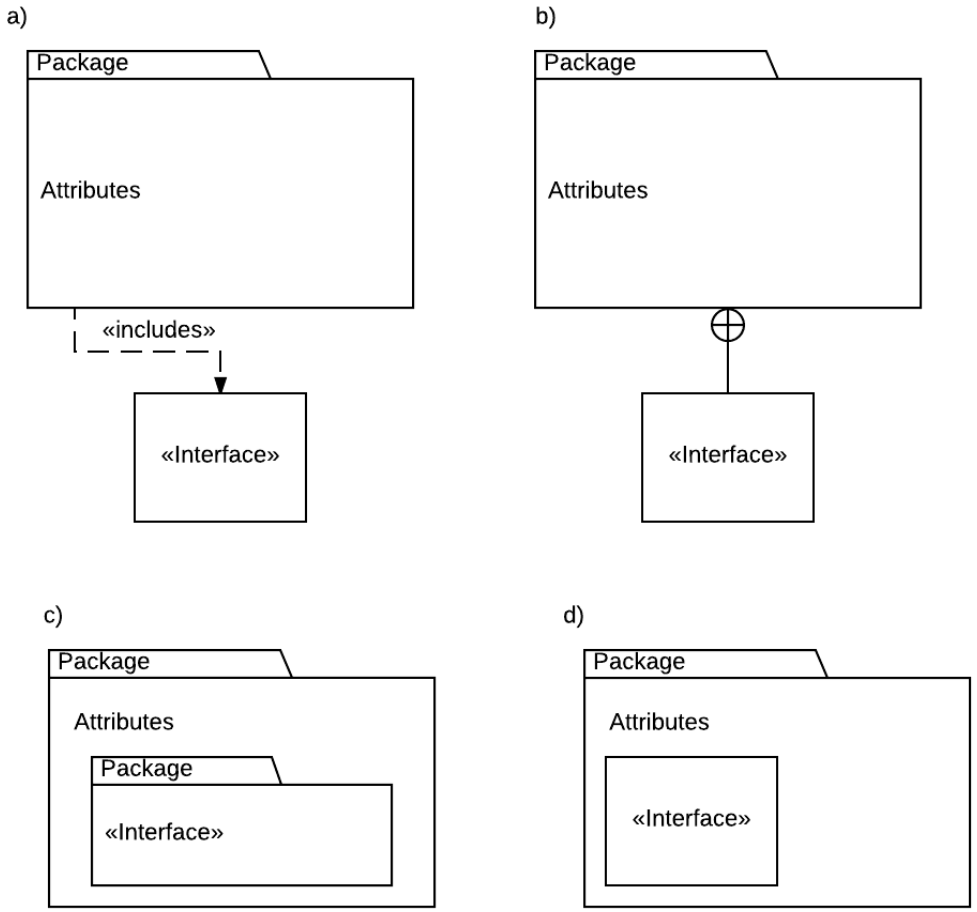
c) 

d) 

- **a)**
- **b)**
- **c)**
- **d)**

Correct
Correct! This is a required interface, meaning it needs another component to provide the expected functionality.

5. Cécile is putting together a Package diagram. How can she show that a package has an interface? Select the **2 correct answers**. **1 / 1 point**



- [ ] **a)**
- [x] **b)**

Correct
Correct! The line which has a crossed circle shows that the interface is part of the package.

- [ ] **c)**
- [x] **d)**

Correct
Correct! The interface can be put right into the package.

6. What is the name for a physical result of the development process, such as an executable file? **1 / 1 point**

- (•) artifact
- ( ) node
- ( ) package
- ( ) leaf

Correct
Correct. These are called artifacts!

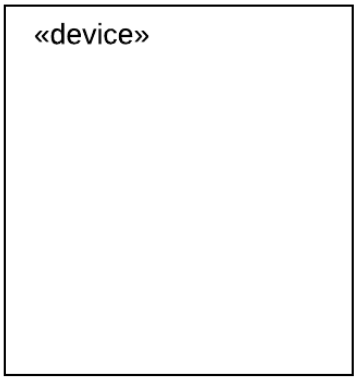
7. Which of these sets of keywords might be used on the lines in package diagrams? **1 / 1 point**

- ( ) deploy, merge, include
- ( ) request, import, merge
- (•) merge, access, import
- ( ) interface, export, load

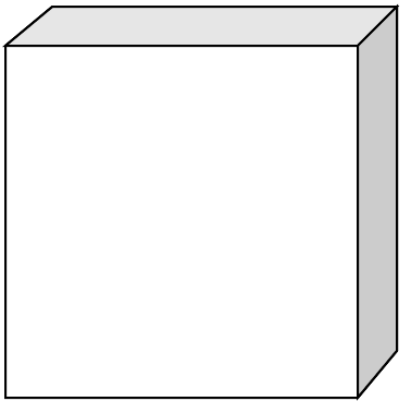
Correct
Correct! Merge is used to merge packages together. Access allows one package to get information from another. Import allows a package to import part or all of another package.

8. How is a hardware device shown in a deployment diagram? **1 / 1 point**

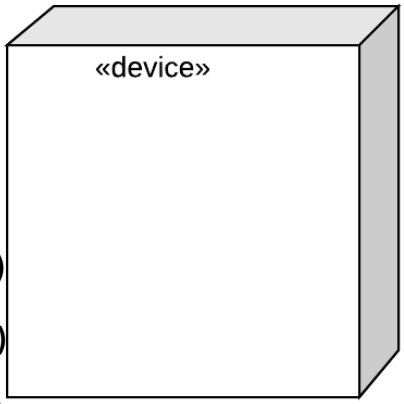
a)



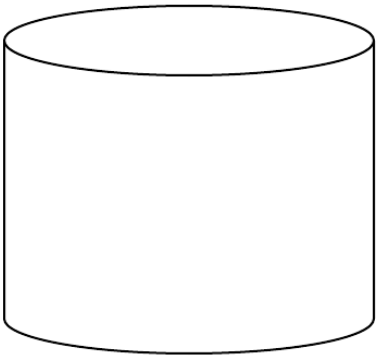
b)



c)



d)

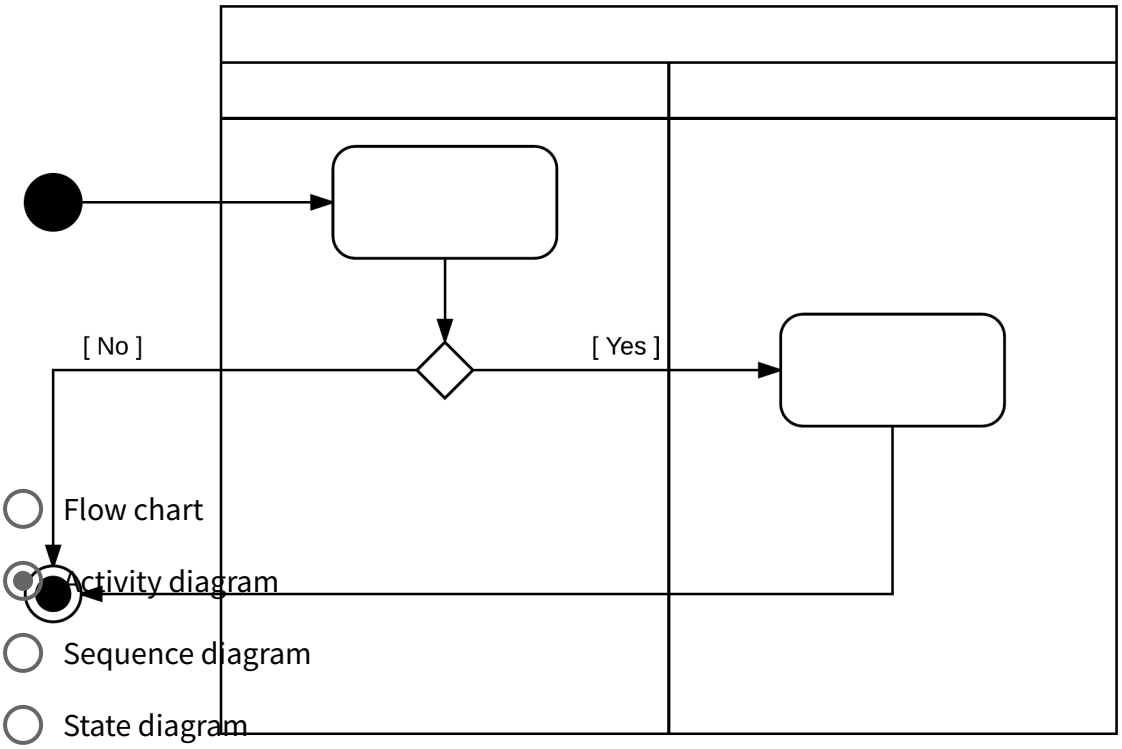


- ○ **a)**
- ○ **b)**
- ◉ **c)**
- ○ **d)**

✓ **Correct**

Correct! It is important to use a 3D box, but also specify in guillemets that it is a device.

9. What kind of UML diagram is shown here? **1 / 1 point**



- Flow chart
- Activity diagram
- Sequence diagram
- State diagram

Correct
Correct! An activity diagram is like a flowchart. This one also has swimlanes to provide additional information.

10. Which of these is **NOT** shown on an activity diagram? **1 / 1 point**

- concurrency
- interfaces
- decisions
- activities

Correct
Correct! Activity diagrams do not show interfaces. This is better shown with logical diagrams, such as component diagrams.

11. What does the **component** of 'component diagram' refer to? **1 / 1 point**

- an independent, encapsulated unit in the system.
- a general name for a "part" of the software system. It could be a method, variable, class, object, or grouping of any of these.

- ○ an external part of the software system, like a library that must be imported.
- ○ the basic parts of the software, which it could not run without.

✓ **Correct**
Correct! Components are higher-level than objects and classes, but they are units of the system.

12. The "+1" in Kruchten's 4+1 View Model refers to a scenario. What is a scenario? **1 / 1 point**

- ○ a representation of the system-wide state.
- ◉ a representation of a normal use case.
- ○ an unexpected use case of the software.
- ○ one of the tools that is used to implement the software.

✓ **Correct**
Correct! Scenarios are use cases that are analyzed by specifying scripts - sequences of actions and interactions.