

Course No: SWE 5441
Course Title: Soft. Modeling
Date: 22/03/2014
No. of Questions: (03)
Time: 1hours
Using Calculator (NO)

University of Palestine

Mid-Sem. Exam
2013/2014
Total Grade: 20 Marks

Instructor Name: Dr. Ibrahim Tabash
Student No.: _____
Student Name: _____
College Name: _____
Dep. / Specialist: _____
Using Dictionary (No)

Q1)

Multiple-choice questions:

1. What is software modeling?
 - (a) Developing models of software.
 - (b) Designing software applications before coding.
 - (c) Developing software diagrams.
 - (d) Developing software prototypes.

2. What is the Unified Modeling Language?
 - (a) A programming language for describing object-oriented models.
 - (b) A diagramming tool for drawing object-oriented models.
 - (c) A graphical language for describing object-oriented models.
 - (d) A standardized graphical language and notation for describing object oriented models

3. What is a software design strategy?
 - (a) A graphical or textual description of the software.
 - (b) A fundamental idea that can be applied to designing a system.
 - (c) A systematic approach for producing a design.
 - (d) An overall plan and direction for developing a design.

4. What are software structuring criteria?
 - (a) Fundamental ideas that can be applied to designing a system.
 - (b) Systematic approaches for producing a design.
 - (c) Guidelines used to help in structuring a software system into its components.
 - (d) Overall plans for developing a design.

5. What is a platform-specific model (PSM)?
 - (a) A specific hardware platform.
 - (b) A precise model of the software architecture before a commitment is made to a specific platform.
 - (c) A precise model of the software architecture mapped to a specific platform.
 - (d) A graphical or textual description of the software.

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6. How is an association depicted on a class diagram?
 - (a) A solid line joining two class boxes
 - (b) A dashed line joining two class boxes
 - (c) A diamond touching the upper class box
 - (d) An arrowhead touching the upper class box

7. What does an interaction diagram depict?
 - (a) Objects and links
 - (b) Classes and relationships
 - (c) Objects and messages
 - (d) States and events

8. What does a deployment diagram depict?
 - (a) The physical configuration of the system in terms of physical classes and physical connections between the classes
 - (b) The physical configuration of the system in terms of physical objects and physical connections between the objects
 - (c) The physical configuration of the system in terms of physical nodes and physical connections between the nodes
 - (d) The physical configuration of the system in terms of physical computers and physical networks between the computers

9. What approach does the spiral model emphasize?
 - (a) Phased software development
 - (b) Throwaway prototyping
 - (c) Risk-driven development
 - (d) Incremental development

10. What is evolutionary prototyping?
 - (a) Phased software development
 - (b) Throwaway prototyping
 - (c) Risk-driven development
 - (d) Incremental development

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Q2)

- A) List all the different modeling views of the software architecture in UML.
- B) What are the limitations of waterfall model?

Q3)

The Online Shopping System case study is a highly distributed World Wide Web based system that provides services for purchasing items such as books or clothes.

PROBLEM DESCRIPTION

In the Web-based Online Shopping System, customers can request to purchase one or more items from the supplier. The customer provides personal details, such as address and credit card information. This information is stored in a customer account. If the credit card is valid, then a delivery order is created and sent to the supplier. The supplier checks the available inventory, confirms the order, and enters a planned shipping date. When the order is shipped, the customer is notified and the customer's credit card account is charged.

Draw the Use case model for this system?