

# **Tutorial Letter 202/1/2018**

## **Object-Oriented Analysis ICT2622**

### **Semester 1**

### **School of Computing**

#### **IMPORTANT INFORMATION**

Please register on myUnisa, activate your myLife e-mail addresses and make sure that you have regular access to the myUnisa module website, ICT2622-18-S1, as well as your group website.

Note: This is an online module and therefore it is available on myUnisa. However, in order to support you in your learning process, you will also receive some study material in printed format.

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## ASSIGNMENT 1 SOLUTIONS

### Assignment Administration

<b>Due Date</b>	Refer to the class schedule on <i>myUnisa</i>
<b>Submission Procedure</b>	Electronically via <i>myUnisa</i>
<b>Number of Questions</b>	15
<b>Total Marks</b>	15
<b>Contribution to Year Mark</b>	30%
<b>Unique Assignment Number</b>	827827

### Assignment Solutions (Summary)

<b>Question</b>	<b>Answer</b>	<b>Book Reference [<i>Page Number(s)</i>]</b>
1	4	6
2	4	12-13
3	2	15-16
4	3	59
5	1	47
6	3	50
7	1	73
8	2	77
9	2	85-86
10	4	94
11	2	97
12	1	116
13	1	139 (Pages 107-108 also give reference)
14	3	142
15	3	146

## Assignment Solutions

### **Question 1**

A person that functions as an architect to plan, capture the vision, and understand the needs for a new system is often called a \_\_\_\_\_.

- 1) programmer analyst
- 2) software developer
- 3) software engineer
- 4) systems analyst

### **Question 2**

When a system is partitioned into pieces, each piece is referred to as a(n) \_\_\_\_\_.

- 1) package
- 2) program
- 3) application
- 4) subsystem

### **Question 3**

The primary difference between a work breakdown structure and a work sequence draft is that the work sequence draft shows \_\_\_\_\_.

- 1) the day to day assignments
- 2) the sequence of tasks
- 3) the estimated effort of tasks
- 4) the additionally deployment tasks

### **Question 4**

Diagrams and schematic representations of some aspect of a system are examples of a \_\_\_\_\_ model.

- 1) logical
- 2) textual
- 3) graphical
- 4) mathematical

### **Question 5**

Persons who regularly interact with the system as part of their jobs are called \_\_\_\_\_.

- 1) operational stakeholders
- 2) executive stakeholders
- 3) client stakeholders
- 4) user stakeholders

### **Question 6**

Which of the following is normally the most time-consuming and resource-expensive operation?

- 1) Observing business processes
- 2) Researching vendor solutions
- 3) Interviewing stakeholders
- 4) Building prototypes

**Question 7**

One technique to identify use cases is to ask users what they want to achieve with a particular business procedure. This technique is called the \_\_\_\_\_ technique.

- 1) user goal
- 2) business procedure
- 3) workflow
- 4) event decomposition

**Question 8**

An event that occurs by reaching a point in time is called a \_\_\_\_\_ event.

- 1) internal
- 2) temporal
- 3) external
- 4) timed

**Question 9**

In UML notation the <<includes>> relationship connects two use cases. The use case that is the "included" use case is the one which \_\_\_\_\_.

- 1) is connected to the tail of an arrow
- 2) is connected to the head of an arrow
- 3) cannot be determined
- 4) is not connected to an actor

**Question 10**

The specific area of the user's business need that is within the scope of the new system is called the \_\_\_\_\_.

- 1) use cases
- 2) user specifications
- 3) functional requirements
- 4) problem domain

**Question 11**

An example of an attribute of an object might be \_\_\_\_\_.

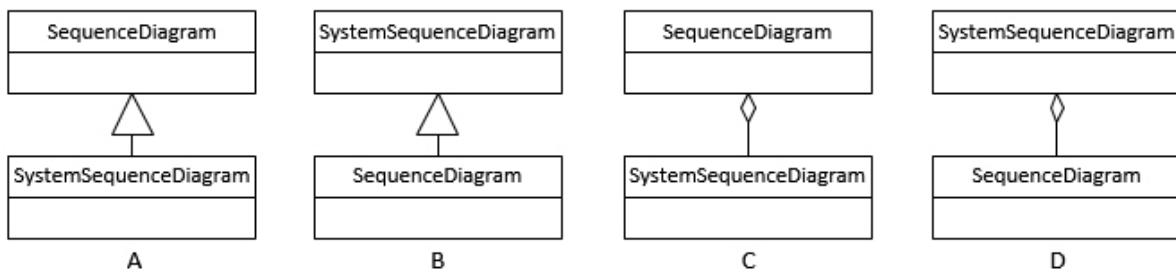
- 1) items on a purchase order
- 2) a social security number
- 3) an inventory item
- 4) a calendar

**Question 12**

A state machine diagram is used to document the states and transitions of a(n) \_\_\_\_\_.

- 1) object
- 2) message
- 3) use case
- 4) business process

### Question 13



Which of the above is correct?

- 1) **A**
- 2) B
- 3) C
- 4) D

### Question 14

On a systems sequence diagram, \_\_\_\_\_ indicate(s) a true/false condition.

- 1) ( )
- 2) { }
- 3) **[ ]**
- 4) \*

### Question 15

CRUD stands for \_\_\_\_\_.

- 1) Create, Report, Upload, Destroy
- 2) Create, Retract, Unload, Define
- 3) **Create, Read, Update, Delete**
- 4) Create, Refine, Update, Define