

Tutorial Letter 102/1/2018

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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Please note: ICT2622 is a semester module. You need AT LEAST eight hours per week for this module.

If you do not receive your study material immediately after registration, you have to download it from the Internet so that you are able to start IMMEDIATELY with your studies. See tutorial letter 101 for details about the downloading of study material.

To gain admission to the examination you have to submit Assignment 01 (this assignment) in time. The due date is 06 March 2018.

The COSALL tutorial letter contains important general information that you will need during the year such as the names and contact details of lecturers assigned to the different modules.

ASSIGNMENT 1 QUESTIONS

Assignment Administration

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

Assignment Questions

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) Interview 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 _____.

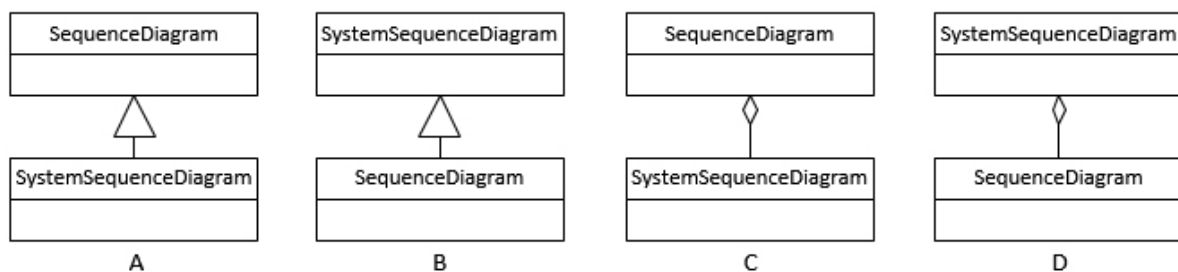
- 1) items on a purchase order
- 2) a social security number
- 3) an inventory item
- 4) a calendar

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