Assignment 4

Date on 2020-11-14, 21:58 BST

1. Which of the following classes/objects represents the association between the two interfaces?
   a. A
   b. B
   c. both
   d. neither

2. Given the following sentence from the requirements specifications of a software development project: "User must have a valid login to access the system," what is the association between these two classes?
   a. Association
   b. Composition
   c. Dependence

3. Method overriding can be considered to be a form of which one of the following mechanisms?
   a. Method specialization
   b. Method encapsulation
   c. Method implementation
   d. Method variability

4. Which of the following can be used to implement the behavior of the following code?
   ```java
   public void hello()
   ```
   a. Do nothing method
   b. Destructor method
   c. Post-constructor method
   d. Hic fess pole place

5. A state machine diagram is typically used to model the behavior of which one of the following?
   a. Class
   b. Interface
   c. Method
   d. Method of code

6. If we have three classes, each with four legs, an AC Conditioning system, and an overheating protector, does this mean that the AC Conditioning system and the overheating protector belong to all three classes?
   a. Yes
   b. No
   c. maybe
   d. None of the above

7. Consider the following statement: "any arbitrary set of classes can be related to each other through association, dependency, aggregation, or composition." how are these relationship and association relationship related?
   a. Association
   b. Aggregation
   c. Composition
   d. Dependence

8. Which of the following is not a better technique of object-oriented design and software engineering?
   a. Redundant design complexity
   b. Enhances design and code understandability
   c. Reduces code variability
   d. Increased efficiency of maintainable code

9. Consider the following Java code:
   ```java
   public class Animal
   ```
   If we use a new diagram for this class diagram, what are the possible actions when the class is used in context?
   a. Create object
   b. Get object
   c. Instantiate
   d. None of the above

10. Consider the following Java code:
    ```java
    class Animal
    ```
    Which of the following class diagrams correspond most closely to the above code?
    a. None
    b. A
    c. B
    d. D