

Exam : IBM 000-833

**Title : Object Oriented Analysis
and Design-Part1(Analysis)**

Version : Demo

1. Which statement is true?



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- A. The UML is a development process for software intensive systems.
- B. The UML is a process-dependent language used for visualizing software artifacts.
- C. The UML is a modeling language for software blueprints.
- D. The UML is a visual programming language.

Answer: C

2. In which three ways does a structured class differ from a traditional class? (Choose three.)

- A. It clearly defines the class boundary via an encapsulation shell.
- B. It brings public interfaces into the class via ports.
- C. It shows the role that the class plays.
- D. It defines messages between itself and other classes.

Answer: ABC

3. Which is a characteristic of a structured class?

- A. must have one interface for each role it plays
- B. can play only one role, no matter how many objects transact with it
- C. can play multiple roles that vary on the objects that interact with it
- D. is limited to one role, but can have multiple interfaces

Answer: C

4. Which statement is true about an iterative development process?

- A. Testing and integration take place in every iteration.
- B. An iteration focuses on partial completion of selected use-case realizations.
- C. It encourages user feedback in later iterations.
- D. It is based on functional decomposition of a system.

Answer: A

5. Which two statements are true about interfaces? (Choose two.)

- A. The interface should have a clear purpose.
- B. A single interface should include as many possible methods, if not all methods, that may be shared by

objects that implement the interface.

- C. An interface should be used to restrict which methods are exposed to a client.
- D. Classes may have multiple interfaces depending on the purpose of each interface it implements.

Answer: AD

6. What is the focus of analysis?

- A. translating functional requirements into code
- B. translating requirements into a system design
- C. translating real-world concepts into solution-oriented objects
- D. translating functional requirements into software concepts

Answer: D

7. Why is encapsulation important? (Choose two.)

- A. It describes the relationship between two subclasses.
- B. It places operations and attributes in the same object.
- C. It allows other objects to change private operations and attributes of an object.
- D. It prevents other objects from directly changing the attributes of an object.

Answer: BD

8. What are analysis classes?

- A. early conjectures on the composition of the system that usually change over time, rarely surviving intact into Implementation
- B. incomplete classes that require a programmer to formalize operation signatures and attribute types before they can be implemented
- C. the classes inside a systems Business Object or Domain Model, in UML form
- D. a prototype of a systems user interface, developed during the Analysis Phase, which allows users to define the systems look and feel

Answer: A

9. An architect looks at two classes. The first class has the following operations:

getName(), getSize(), getTotal(), and findAverage(). The second class has the following operations: getName(), getSize(), findAverage(), findMinimum(), and findMaximum(). The two classes share the same superclass. Which operations are most likely contained in the superclass?

- A. getName(), getSize(), and findAverage()
- B. findMaximum(), findMinimum(), getSize(), and getTotal()
- C. getName(), findAverage(), and findMaximum()
- D. getName(), getSize(), getTotal(), and findAverage()

Answer: A

10. An architect is responsible for creating an Analysis Model for a system. Which area of focus is essential for the creation of this model?

- A. hardware on which the system will be deployed
- B. behavior of the objects that comprise the system
- C. evolution of analysis classes into design classes
- D. performance requirements of the system

Answer: B

11. What does a required interface do?

- A. exposes services to anonymous requestors
- B. uses the services that a classifier requires to request from anonymous providers
- C. declares the services that a classifier offers to provide anonymous requestors
- D. exposes methods that the requestor must use

Answer: B

12. In a sequence diagram, each interaction on the diagram maps to _____.

- A. a choice point on a state diagram
- B. the transition on a state diagram
- C. a state on the diagram
- D. the initial state

Answer: B

13. Which two questions does the use of multiplicity on relationships allow you to answer? (Choose two.)

- A. Is the relationship mandatory or optional?
- B. How many links can an object of one type maintain with objects of another type?
- C. Is an object of a given type permitted to interact with objects of another type?
- D. Is the relationship between objects permanent or temporary?

Answer: AB

14. What are two important considerations when diagramming state? (Choose two.)

- A. Any time a message is received; there may be a change of state.
- B. Any time a message is received; there must be a change of state.
- C. Whenever there is a change of state, there is a transition.
- D. Changing state may not change transition.

Answer: AC

15. Which statement is true about circular dependencies?

- A. They do not matter.
- B. They are prohibited.
- C. They must be avoided.
- D. When there are more than two packages, they are irrelevant.

Answer: C

16. What is the purpose of Architectural Analysis?

- A. to detail the design of the system
- B. to review the architecture of the system
- C. to define a candidate architecture for the system
- D. to define the layers of the architecture

Answer: C

17. When the interfaces between two classes have been defined from a sequence diagram, the ports are

defined by the _____.

- A. interface
- B. operations the class performs
- C. user of the system
- D. attributes passed in the sequence diagram

Answer: A

18. Which statement is true about attributes?

- A. They cannot change once the object is instantiated.
- B. They change value from object to object of the same class.
- C. They can only be primitives.
- D. They are required for every class.

Answer: B

19. What are the three purposes of Analysis and Design? (Choose three.)

- A. to provide an organizational context for the system
- B. to transform the requirements into a design of the to-be system
- C. to evolve a robust architecture for the system
- D. to scope the system to be built and describe what it must do
- E. to adapt the design to match the implementation environment

Answer: BCE

20. Objects that are polymorphic _____.

- A. must have the same attributes
- B. share all the same operations, and the operations perform the same
- C. can only be implemented through interfaces
- D. may have the same operation names but the operations perform differently

Answer: D



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