# ISLEVER

# 1D0-538

OBJECT ORIENTED ANALYSIS AND DESIGN TEST(JCERT)

DEMO

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#### **QUESTION NO: 1**

Which of the following statements are TRUE?

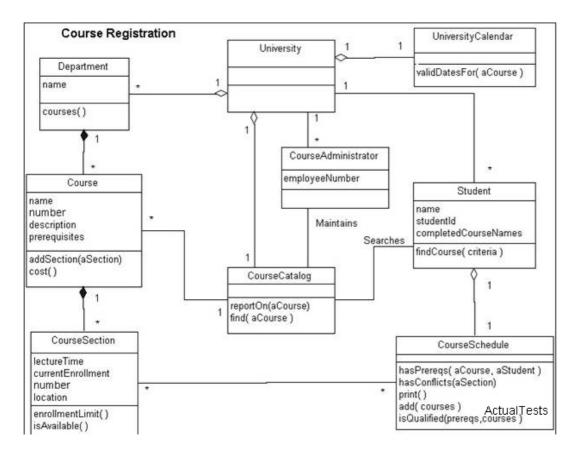
- A. Substitutability means the superclass can be used anywhere the subclass can.
- B. Subclassing and delegation are BOTH ways of implementing subtyping.
- C. An abstract class is the same as an interface.
- D. Subtyping means the same as specialization.

### Answer: B,D

#### **QUESTION NO: 2**

Refer to the exhibits to answer the question.

A Singleton is a class with only one instance. Based on the scenario description and the class diagram, which of the following are possible Singletons?



University X has a registration system that allows students to register for courses online. The university currently has over 1000 students and 100 courses. The system keeps an online catalog of courses for the upcoming semester. The catalog contains information such as course names, numbers, descriptions, pre-requisites, available sections, times, locations and enrollment fees. The catalog is managed by the Course Administrator.

#### Scenario 1: Student builds course schedule and registers

A student searches for courses in the catalog using a department name, course name or course number. The student can then select the courses that he is interested in and add them to his schedule. The system will check his schedule for time conflicts and course availability problems. Because the system does not provide any form of automatic problem resolution, the student must resolve any problem(s) that are reported. This process is repeated for all the courses that a student wants to enroll in. Once the student is satisfied with his schedule, he submits it for online registration by supplying a credit card number and its expiration date. The credit card company's system will perform payment authorization and then the university's system will generate a confirmation or report any problems.

- A. CourseCatalog
- B. University
- C. UniversityCalendar
- D. CourseSchedule

# Answer: A,B,C

#### **QUESTION NO: 3**

The BEST use of an interface is to:

- A. allow different classes to assume the same role.
- B. logically support multiple inheritance.
- C. specify the full API of an application for use by other systems.
- D. define constants to coordinate semantics across the system.

#### Answer: A

#### **QUESTION NO: 4**

Which of the following need to be done to structure and organize the architecture of a large, complex system with many classes?

A. Separate the data from the operations that modify the data in a logical fashion, in order to structure the system better.

B. Layer the design (e.g. View Layer- Model Layer - Infrastructure Layer) so common types of packages are in the same layer.

C. Reduce inter-package dependencies for each use-case by grouping the model, view, and controller components that interact for that use-case.

D. Group classes with complementary goals into packages and define each package's public interface.

#### Answer: B,D

# **QUESTION NO: 5**

If there is a business rule that there must be at least one Person associated with every Account, how could it be BEST enforced in the system?

A. Write a test case based on the use case requirement.

B. Draw an association between Account and Person on the class diagram.

C. When any method in a client class creates an Account, have the line immediately following the creation set its Person attribute.

D. Write the object creation code in the Account class so that it is not possible to create an Account object without its required association with Person in place.

#### Answer: D

# **QUESTION NO: 6**

Which of the following is the BEST way to increase reuse?

- A. Reduce message parameters and simplify services.
- B. Document available services.
- C. Hold educational meetings to explain the services.
- D. Provide more services for the client classes.

#### Answer: A

# **QUESTION NO: 7**

Which UML diagrams can be used to show parallel or concurrent behavior?

#### A. Activity diagram