## Final Exam Practice Questions

**Question 1.** Which design pattern is most appropriate for each of the following situations?

<ul> <li>A. You need to call a subsystem using a long series of complex lines of code.</li> <li>a. Builder</li> <li>b. Façade</li> <li>c. Memento</li> <li>d. Factory</li> </ul> B. Your code has to decide at runtime which class to instantiate. <ul> <li>a. Builder</li> <li>b. Interpreter</li> <li>c. Memento</li> <li>d. Factory</li> </ul> C. Your code will need to save the state of an object and then reload it later. <ul> <li>a. Builder</li> <li>b. Façade</li> <li>c. Memento</li> <li>d. Observer</li> </ul> D. Your system will need to support scriptability <ul> <li>a. Builder</li> <li>b. Interpreter</li> <li>c. Memento</li> <li>d. Factory</li> </ul> E. You want to encapsulate the code for constructing and filling in a complex composite object. <ul> <li>a. Builder</li> <li>b. Façade</li> <li>c. Interpreter</li> <li>d. Observer</li> </ul> E. You want to encapsulate the code for constructing and filling in a complex composite object. <ul> <li>a. Builder</li> <li>b. Façade</li> <li>c. Interpreter</li> <li>d. Observer</li> </ul>		
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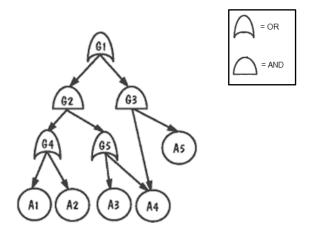
## **Question 2.** Here is how a system implements a use case (from steps A–H):

- A. An instance of class user agent is already active and invokes operation op1 on an instance of class C1.
- B. The instance of C1 invokes opX on an instance B3.
- C. The instance of C1 invokes op2, passing an argument URL, on an instance of class C2.
- D. The instance C2 invokes operation request on the web server specified by the URL, in order to retrieve the HTML at that URL.
- E. The web server returns HTML to the instance of C2.
- F. Now that HTML has been retrieved from the web server, the instance of C2 invokes op3 on an instance of class C3, passing the HTML as an argument.
- G. The instance C3 does some cleanup on the HTML (like removing advertisements from the HTML) and then returns the HTML to the instance of C2.
- H. C2 returns the HTML to C1, and then C1 returns the HTML to the user agent.

Complete the following message sequence diagram showing these events. Remember the life lines.

Agent : C1 : C2 : C3 : WebServer	: B3
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**Question 3.** The CIA wants you to ensure that it is impossible for a terrorist to plant false information into the system. So you do a fault tree analysis. Here is the tree that you draw (where event G1 means that the terrorists successfully plant false information)...



- A. If event A1 occurs (but A2, A3, A4, and A5 do not), will event G1 occur?
  - a. Yes
  - b. No
- B. If events A1, A3, and A5 occur (but A2 and A4 do not), will event G1 occur?
  - a. Yes
  - b. No
- C. If event A4 occurs (but A1, A2, A3, and A5 do not), will event G1 occur?
  - a. Yes
  - b. No

D.	Use the fault tree on the previous page to draw a corresponding cut-set tree.
Е	Summary that it would next \$1 million to appropriate and \$1.52 million to appropriate
E.	Suppose that it would cost \$1 million to prevent event A1, \$2 million to prevent event A2, \$3 million to prevent event A3, \$4 million to prevent event A4, and \$5 million to prevent event A5. What is the minimum amount of money required to prevent G1?

**Question 4.** The table below describes the complexity of each item in this implementation. (Note that Classes D1, D2, D3, and D4 are together just one single 3GL component, so the system has a total of four 3GL components.)

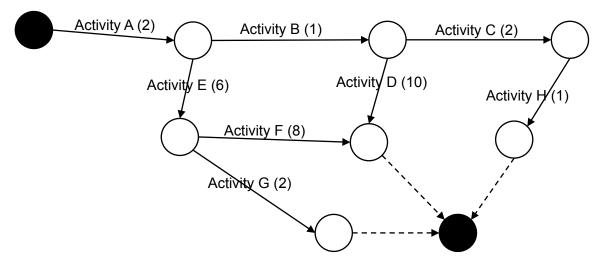
Component	Type
A	3GL component
B1	Screen, simple complexity
B2	Screen, simple complexity
Z	3GL component
D1-D4	3GL component
X	3GL component
M	Report, difficult complexity

A. How many application points does this system have, in total?

B. Suppose that your team has nominal experience and capability with creating this kind of system, and your team has very low CASE maturity and capability. What is the expected productivity of each team member, in application points per month?

C. How many person-months would this system take to implement?

**Question 5.** Suppose that your team builds the system by performing the activities shown in the graph below. All estimates of effort are shown in person-weeks.



A. What activities are on the critical path?

B. What is the slack time for Activity G?

C. What is the length of the critical path, in weeks?

Question 6. Consider the following function and associated control flow graph.

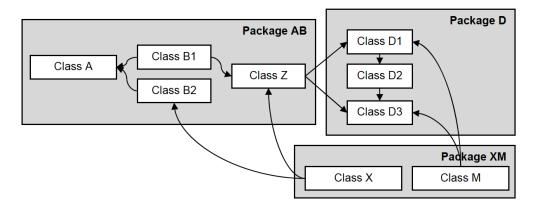
```
int binarySearch(int sortedArray[], int first, int last, int key)
  while (first <= last) {</pre>
    int mid = (first + last)/2;
    if (key > sortedArray[mid]) {
       first = mid + 1;
    else if (key < sortedArray[mid]) {</pre>
       last = mid - 1;
    else {
                                 while (first <= last)
       return mid;
                                      true\
                                              int mid = (first + last)/2;
                                              if (key > sortedArray[mid])
  return -(first + 1);
                                              false
                                                           first = mid + 1;
                                              else if (key < sortedArray[mid])
                           false
                                                   false
                                                                last = mid - 1;
                                                        else {
                                                          return mid;
                               return -(first + 1);
```

- A. What inputs would provide statement coverage?
- B. Decision coverage?
- C. Path coverage?
- D. Mutation coverage with mutation operators that replace comparison operators with "not" versions (e.g., <= becomes >)?

	a.	Method that is >= 1 screen in length			
	b.	Chunks of code that appear in >= 3 places			
	c.	An "ifelse ifelse" statement with >= 5 "else if"s			
	d.	Class that has >= 7 member variables and/or >= 50 methods			
	e.	Method that has a long list of parameters			
<b>Question 8.</b> Define a contract (i.e., preconditions, postconditions, and invariants) for the following class.					
Cla	ss P	riorityQueue			
	A.	Invariants:			
	B.	enqueue(item : Item)			
	_				
	C.	dequeue()			
	D.	getFront(): Item			
	υ.	Ben 2011() . 20211			

Question 7. Which of the following are bad code smells (circle all that apply)?

Question 9. Consider the following design.



- Package AB
  - o The concern of Package AB is to provide a user interface.
  - o Inside Package AB, classes A, B1, B2, and Z all work together to present the screen that a user sees.
- Package D
  - o The concern of Package D is to perform database search.
  - o Inside Package D, Class D1 tells D2 to run, which tells D3 to run; these constitute the three steps of a process.
- Package XM
  - The concern of Package XM is to do some automated testing and report generation.
  - o Inside package XM, either Class X's code is run or Class M's code is run.

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A. Sort the packages from most to least cohesive. Justify your answer.

B. Class X instantiates Class B2. It modifies this instance of Class B2 to fill it in with some information. It then instantiates Class Z. It calls a method of Class Z. When it does this, it passes the instance of B2 that it had previously instantiated.

Would it be good or bad to move Class X into Package AB? Why?