

Übungsfragen

für den Test zum OMG Certified UML Professional (Advanced)
Download <http://www.uml-zertifizierung.de/hilfe.htm>

Die Prüfung zum OCUP (UML Certified UML Professional) besteht aus einem computerbasierten Multiple-Choice-Test, dessen Testfragen aus einem Pool für jeden Kandidaten neu zusammengestellt werden. Die Fragen sind in einem gewissen Rahmen jedes Mal andere. Die Original-Prüfungsfragen sind geheim.

Die folgenden Fragen sind daher nicht die Originalfragen, sondern lediglich typische Fragen. Da der Test in englischer Sprache ist, sind auch die Übungsfragen in Englisch.

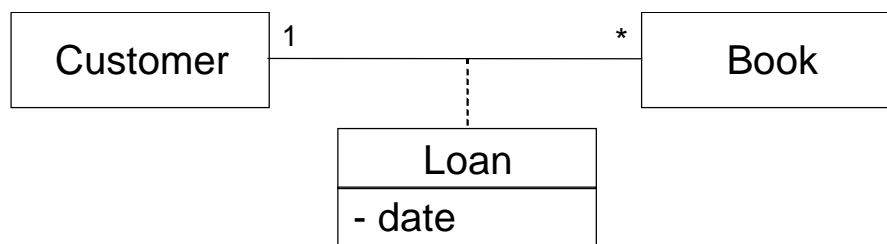
Die von oose angebotenen Vorbereitungskurse sind soweit möglich und sinnvoll in Deutsch mit entsprechenden Hinweisen auf die notwendige englischsprachige Terminologie.

Viel Erfolg beim Üben!

Ihr oose-Team

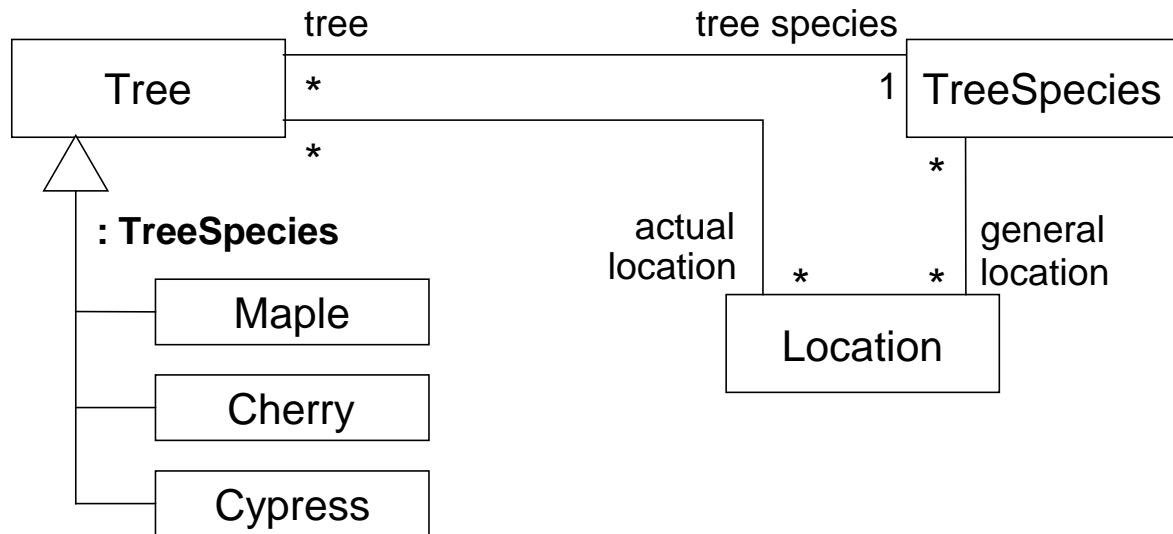
(Autoren der Fragen: Hiroshi Wada, University of Massachusetts, Boston, und Jim Odell)

1. Which statement(s) is/are true of the exhibit?



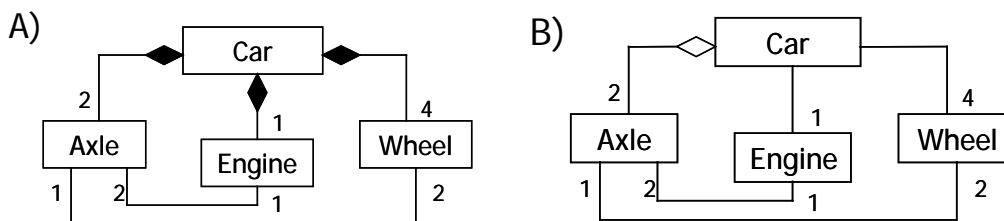
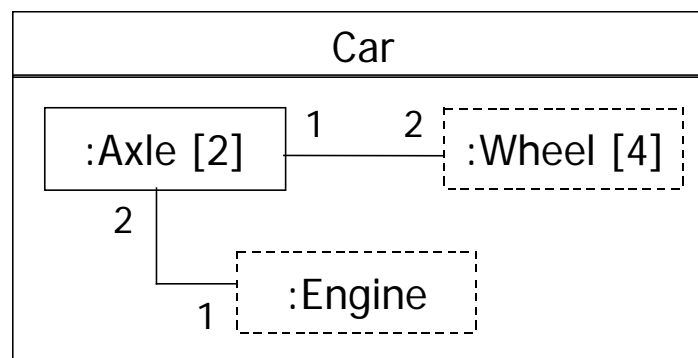
- a) Each Loan may have any number of Books.
- b) Loan can be identified uniquely by a pair of Customer and Bank.
- c) A pair of Customer and Bank can be identified uniquely by Loan.
- d) Customers can share Loans.
- e) Loan is an association class.
- f) Loan is a link class.

2. Which statement(s) is/are *NOT* true of the exhibit?



- a) Each Tree is classified as exactly one TreeSpecies.
- b) TreeSpecies is a power type on the Tree.
- c) An instance of TreeSpecies is Maple, Cherry or Cypress class.
- d) TreeSpecies class must be stereotyped by <<power type>>.
- e) Maple, Cherry and Cypress classes must be stereotyped by <<power type>>.

3. Which statement(s) is/are true of the exhibit?

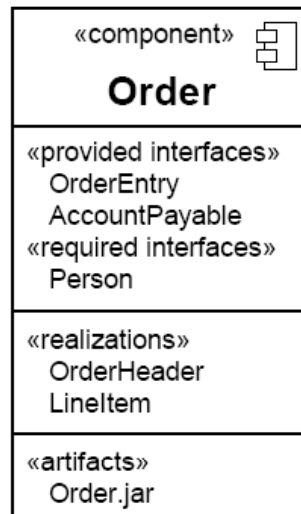


- a) Equivalent to the exhibit A).
- b) Equivalent to the exhibit B).
- c) The number of links is 8.
- d) The number of links is 13.
- e) The number of Wheels is 8.

4. Which statement(s) is/are true of a behavior port?

- a) The default visibility of a behavior port is public.
- b) The default visibility of a behavior port is protected.
- c) A behavior port is drawn with a dashed line.
- d) A behavior port must have at least one provided interface.
- e) A behavior port is connected through a line to a small state symbol drawn inside the containing classifier.

5. Which statement(s) is/are true of the exhibit?



- a) Black-box view of a component.
- b) White-box view of a component.
- c) This classifier has too many compartments.
- d) Artifacts must be specified in deployment diagrams, not in component diagrams.

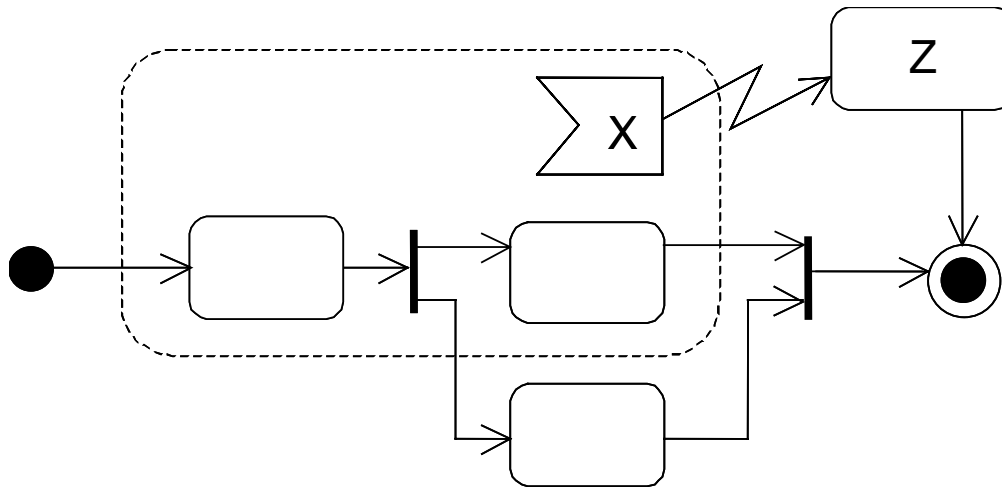
6. Which statement(s) is/are *NOT* true of the Action Model?

- a) ReadSelfAction is an action that retrieves the context object.
- b) ReplyAction does not require inputs.
- c) WriteStructuralFeatureAction is an abstract action.
- d) Both DestroyObjectAction and DestroyLinkAction can destroy link objects.
- e) AcceptCallAction is not invoked if the class defines a method for the operation being invoked.

7. Which statement(s) is/are true of the TestIdentityAction?

- a) Can have arbitrary number of inputs.
- b) Returns true when all input values are identical.
- c) Returns true when all input values represent the same object.
- d) Input objects must be sub classes of IdentifiableElement.

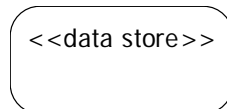
8. Which statement(s) is/are true of the exhibit?



- a) X is an exception type, and Z is an exception handler.
- b) A dashed, round-cornered rectangle is called InterruptibleRegion.
- c) A lightning bolt arrow is called ExceptionEdge.
- d) X is AcceptEventAction.
- e) A dashed, round-cornered rectangle must be with a solid line.

9. Which statement(s) is/are true of DataStore?

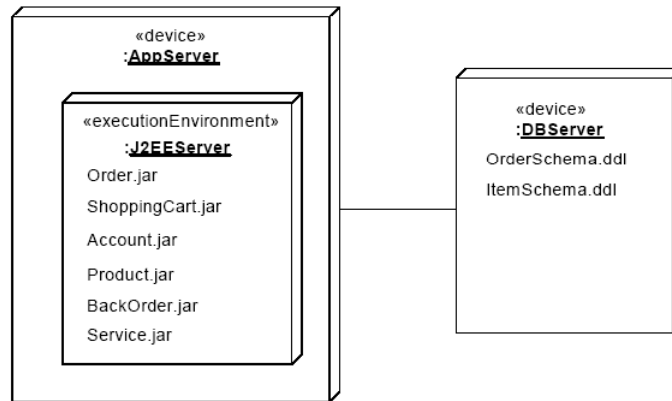
- a) Tokens in a DataStore never leave, and copies of them move downstream.
- b) Selection behavior can identify objects to retrieve from a DataStore.
- c) The CentralBufferNode extends DataStore.
- d) The symbol of DataStore is



10. Which element(s)/notion(s) can be applied to actions?

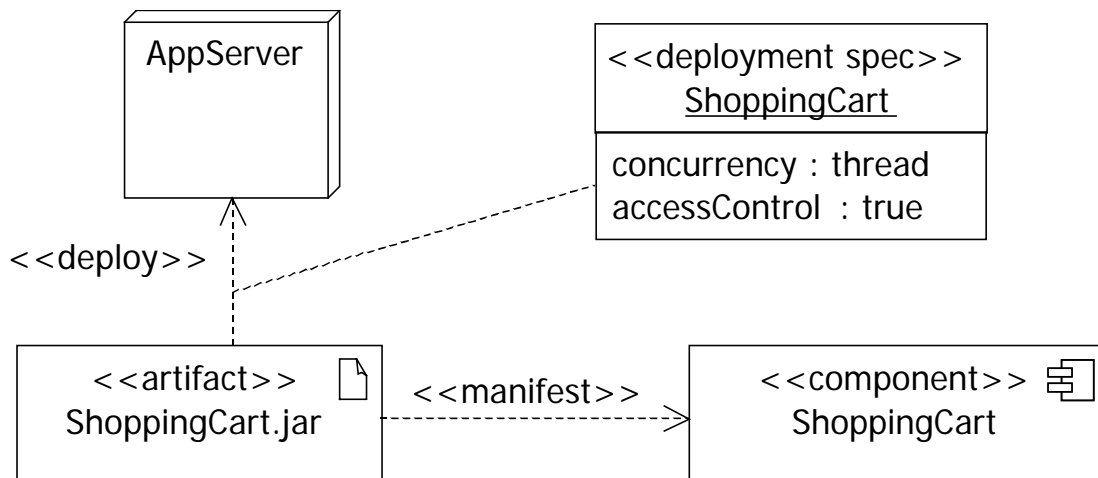
- a) Local precondition / local postcondition
- b) Precondition / postcondition
- c) Weight
- d) Selection
- e) ExpansionRegion

11. Which statement(s) is/are *NOT* true of the exhibit?



- a) Device and ExecutionEnvironment are both Node.
- b) Stereotype <<executionEnvironment>> can be replaced with stereotype <<J2EEContainer>>.
- c) An ExecutionEnvironment can contain other ExecutionEnvironments inside.
- d) DBServer is represented incorrectly, because Device must contain at least one ExecutionEnvironment inside.

12. Which statement(s) is/are true of the exhibit?

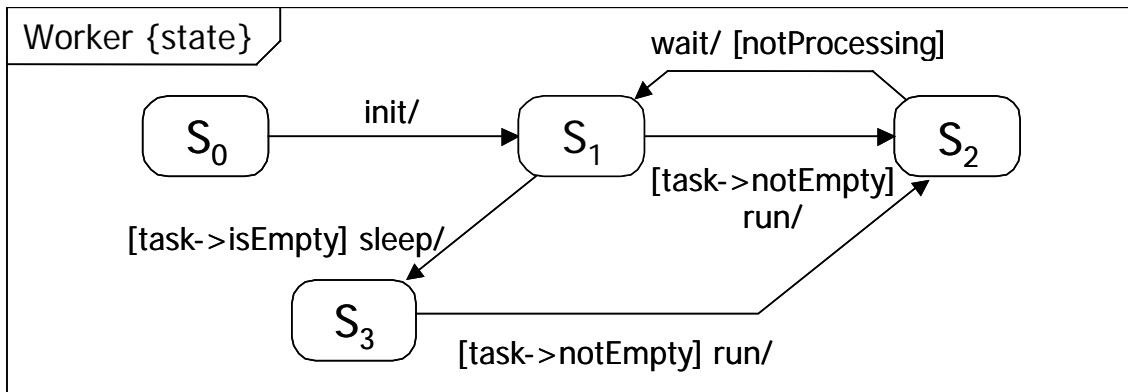


- a) The stereotype <<deploy>> must be <<deployment>>.
- b) The arrow of the Manifestation relationship must be reversed.
- c) The DeploymentSpecification is represented incorrectly.
- d) The Manifest relationship requires a ManifestSpecification.

13. Which statement(s) is/are true of the Protocol State Machine?

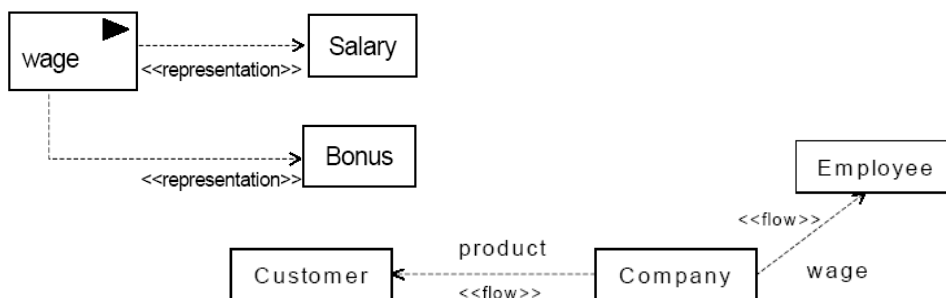
- a) States always represent the internal states of the classifier.
- b) Protocol State Machine must be associate with an interface.
- c) The notations of the Protocol State Machine is based on state machine diagram.
- d) The reception of an event in unexpected situation always raises an exception.
- e) An exception occurs when an operation not referred by any transition is called.

14. Which statement(s) is/are *NOT* true about the protocol state machine in the exhibit?



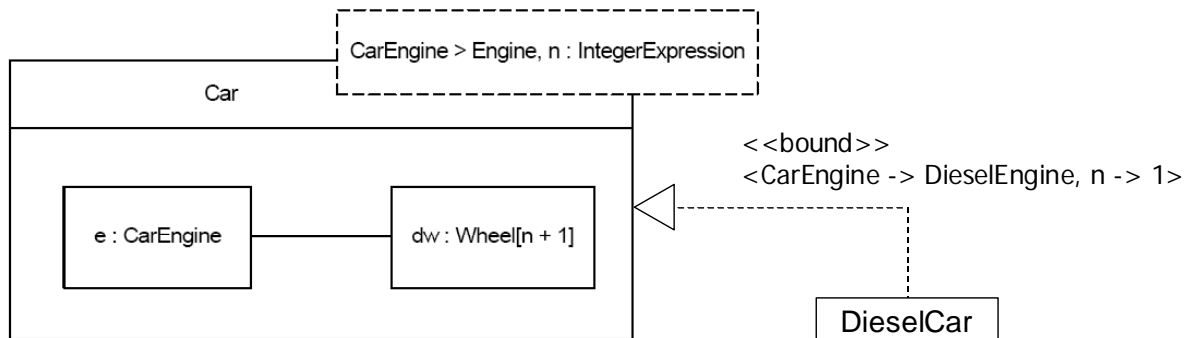
- a) A classifier corresponding to the protocol state machine has init, sleep, wait and run operations.
- b) A client has to invoke init first.
- c) When the condition [task->isEmpty] is true, the state automatically transits from S₁ to S₃
- d) [notProcessing] is a post condition of the transition from S₂ to S₁
- e) {state} in the label must be {protocol}

15. Which statement(s) is/are true of the exhibits?



- a) Wage and Bonus are both InformationItems, and they are abstract entities.
- b) InformationFlows are always realized by activity diagrams.
- c) Bonus may be implemented as an interface.
- d) Each InformationFlow is always realized by CallBehaviorAction, CallOperationAction, or SendObjectAction.
- e) Control symbols in activity diagrams can be used in InformationFlows.

16. Which statement(s) is/are *NOT* true of the exhibit?



- a) DieselEngine must be a subclass of Engine.
- b) DieselEngine is called as a bound class.
- c) CarEngine is a class.
- d) <<bound>> must be <<bind>>.
- e) DieselCar is always a subclass of Car.
- f) The line between Car and DieselCar must be a solid line.

17. Which statement(s) is/are true of the InfrastructureLibrary?

- a) MOF and UML are instance of InfrastructureLibrary.
- b) UML can be extended by InfrastructureLibrary.
- c) All elements in the UML are defined in InfrastructureLibrary.
- d) UML directly uses elements in InfrastructureLibrary.
- e) InfrastructureLibrary defines OCL.

18. Which statement(s) is/are true of UML?

- a) The CommonBehaviors packages specify the core concepts required for dynamic elements.
- b) UML has five compliance levels; minimal, fundamental, intermediate, advanced, and extension.
- c) Serialization mechanism is defined in UML 2.0 XMI.
- d) UML is defined by OCL.
- e) UML defines UML.

19. Which statement(s) is/are true of the OCL expression?

```
Context Account::withdraw( customer: Customer, amount: Integer )
// precondition (comment)
pre:
  self.id = customer.id and c.balance >= amount
inv:
  customer.balance >= 0
post:
  self.balance = self.balance@pre - amount
```

- a) Keyword self must be this.
- b) The second line (a comment) violates the OCL syntax.
- c) @pre on the last line must be @previous.
- d) Each condition statement must end with a semi colon.
- e) The expression assigns a value of customer.id to self.id.
- f) The expression assigns a value of self.balance@pre - amount to self.balance.

20. Which statement(s) is/are true of the OCL?

- a) OCL expressions may cause side-effect.
- b) OCL can specify the behavior of a method.
- c) The context declaration must be specified always.
- d) Arrow operator (->) is used to access properties of a collection.
- e) Arrow operator (->) is used to invoke a method.
- f) Hat operator (^) is used to invoke a method.
- g)