OOSD CO567 Review Questions Ch9:

9.1 List two specific features of bad object-oriented modelling that are discouraged by the use of communication diagrams.

9.2 What are the benefits of keeping all classes reasonably small and self-contained?

9.3 What are the main differences between sequence diagrams and communication diagrams?

9.4 What are the essential parts of a message label (i) in a sequence diagram and (ii) in a communication diagram?

9.5 What is a lifeline?

9.6 What is meant by execution occurrence?

9.7 How are combined fragments used in sequence diagrams?

9.8 How do asynchronous messages differ from synchronous messages (i) in terms of the behaviour of the sending and receiving objects and (ii) in their notation?

9.9 In what circumstances are sequence numbers in a communication diagram written in nested style (e.g. 3.2.1)?

9.10 What consistency checks should be applied to interaction diagrams?

9.11 Describe three ways in which complex interactions may be represented using

UML.

9.12 What is the difference between an interaction use and an interaction fragment?

9.13 What is the purpose of interaction overview diagrams?

9.14 What can be represented by the nodes in an interaction overview diagram?

9.15 How are timing diagrams used and when are they most useful?