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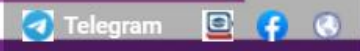
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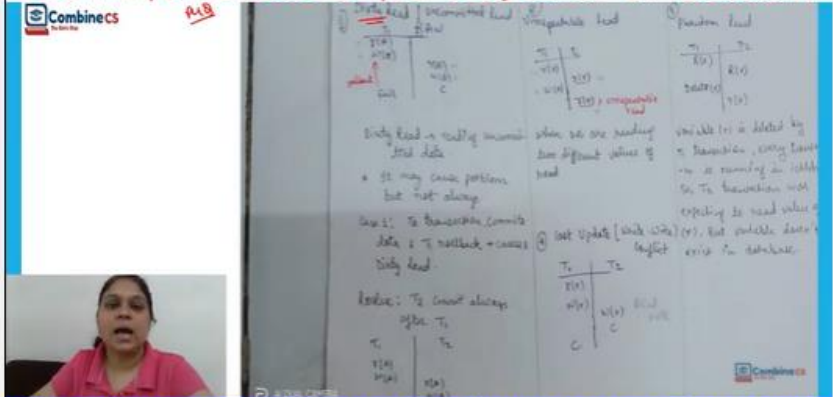
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white box testing

Precedence Graph

$P+1$
 $e-n+2$

TRICK

basis

Control
dataflow

1. Testing – intent to find error.

RP 2. Validation & verification PR

3. Types ✓

4. Black box → names

2018

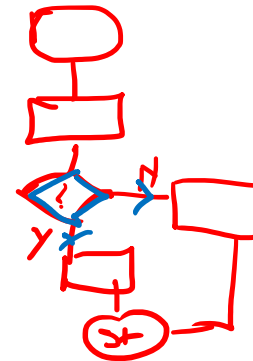
5. White box – BCD Structural, logic

1. Statement coverage – every statement must be executed at least once. Cover all branched, so guaranteed 100%.

2. Branch Coverage – decision making conditions, hence can't be 100%

flowchart

branches



performance

α
developer
site

β

client
end



Q

Which of the following is/are behavioral testing technique(s)?

- (A) Equivalence Partitioning
- (B) Graph-Based Testing Method
- (C) Boundary Value Analysis
- (D) Data flow Testing
- (E) Loop Testing

Choose the correct answer from the options given below:

- | | |
|----------------------|---------------------------|
| (1) (B) and (D) only | (2) (A), (B) and (C) only |
| (3) (D) and (E) only | (4) (A), (C) and (E) only |

white box

BCD



Which of the following is/are behavioral testing technique(s)?

- (A) Equivalence Partitioning
- (B) Graph-Based Testing Method
- (C) Boundary Value Analysis
- (D) Data flow Testing
- (E) Loop Testing

TRICK

B-B
Black -

J white box

Choose the correct answer from the options given below:

- (1) (B) and (D) only
- (2) (D) and (E) only

- (2) (A), (B) and (C) only
- (4) (A), (C) and (E) only

Q48 Code
write
BCD

Q² Which is/are correct statements

1. S1: Statement coverage cannot guarantee execution of loops in a program under test.
 2. S2 : Use of independent path testing criterion guarantees execution of each loop in a program under test more than once.
- a) Only 1
 - b) Only 2
 - c) Both are true
 - d) None of the above



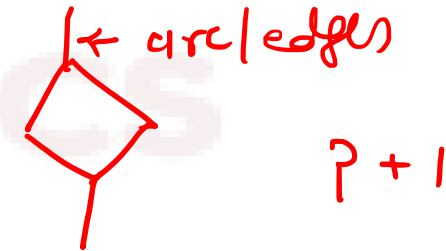
combinecs

P48 dec
2018

Q) Which is/are correct statements

Branch
Coverage

1. S1: Statement coverage cannot guarantee execution of loops in a program under test. T
 2. S2 : Use of independent path testing criterion guarantees execution of each loop in a program under test more than once. T
- a) Only 1
- b) Only 2
- c) **Both are true**
- d) None of the above



M+c Keywords

sp.

10th → 98%

12th → 100%



Policy

1. **Corrective Maintenance** - initiated by **defects** in the software, rectify some **bugs**. / error
2. **Adaptive Maintenance** - ever-changing environment, modifications and updations. when the customers need the product to run on **new platforms**, on new operating systems, or when they need the product to interface with new hardware and software.
3. **Perfective Maintenance** - improving processing **efficiency or performance**, or **restructuring** the software to improve changeability. This may include **enhancement** of existing system functionality. **improvement** in computational efficiency etc.
4. **Preventive Maintenance** - This type of maintenance includes modifications and updations to prevent **future problems** of the software.

Q3

Modifying the software by **restructuring** is called

- | | |
|----------------------------|----------------------------|
| (1) Adaptive maintenance | (2) Corrective maintenance |
| (3) Perfective maintenance | (4) Preventive maintenance |



Modifying the software by **restructuring** is called

- (1) Adaptive maintenance *new platform*
- (2) Corrective maintenance *error*
- (3)** Perfective maintenance *= improvement*
- (4) Preventive maintenance *future*



2020

4
Q) Software products need perfective maintenance for which of the following reasons ?

1. To rectify bugs observed while the system is in use
2. When the customers need the product to run on new platforms
3. To support the new features that users want it to support
4. To overcome wear and tear caused by the repeated use of the software

Q) Software products need perfective maintenance for which of the following reasons ?

1. To rectify ^{corrective} bugs observed while the system is in use
2. When the customers need the product to run on new platforms ^{Adaptive}
3. ✓ To support the new features that users want it to support ^{perfective}
4. To overcome wear and tear caused by the repeated use of the software ^{preventive}

⁵
~~Q~~ Which one of these are not software maintenance activity ?

- A. Error correction ✓
- B. Adaptation ✓
- C. Implementation of Enhancement ✓
- D. Establishing scope



4

Q) Which one of these are not software maintenance activity ?

A. Error correction

~~B.~~ Adaptation

C. Implementation of Enhancement

D. Establishing scope



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The Extra Step

oop / dbms

Req Concept

Software Design – Cohesion & Coupling

Framework
Prototype

1. Abstraction → 2020
2. Refinement
3. Information hiding
4. ERD, Use Case, DFD, DD
5. Top-down approach
6. Coding (not included)
7. Activity diagram – not used at this phase

Traditional
approaches

new
object-oriented
design

UML

Q1
Activity
diagram

Q2

Q3

Q4

School me **F**IRST **S**tage of learning, exam me

COPY kar lete ho, ye

PROCEDURE chalta rehta hai,

pass hokar aap College me campus selection

milta h as a **T**EAM **L**eaders, But kuch bhi

accidental (**Coincidental**) nahi h

life cycle student

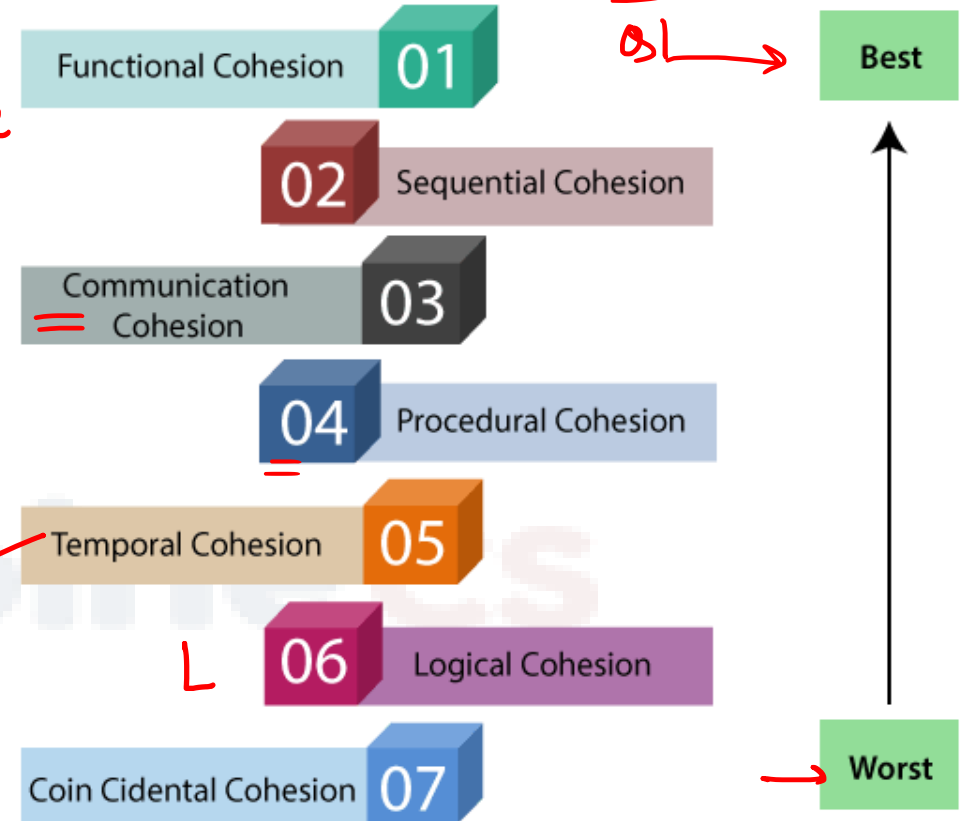
TRICK explain

Sequence



⊙ → ⊙

high

Types of Modules Cohesion



SUBSCRIBE

- 1) Functional → modules will perform 1 fun.
- 2) Sequential → sequence  order doesn't matter. Function / Procedural
- 3) Communication →  Sequential
- 4) Procedural → Order of execution

5) T → Temporal T → Time

- 6) L → logical → all modules perform similar operation
- 7) Coincidental → loosely associated (worst)

MCQ

TRICK

DS

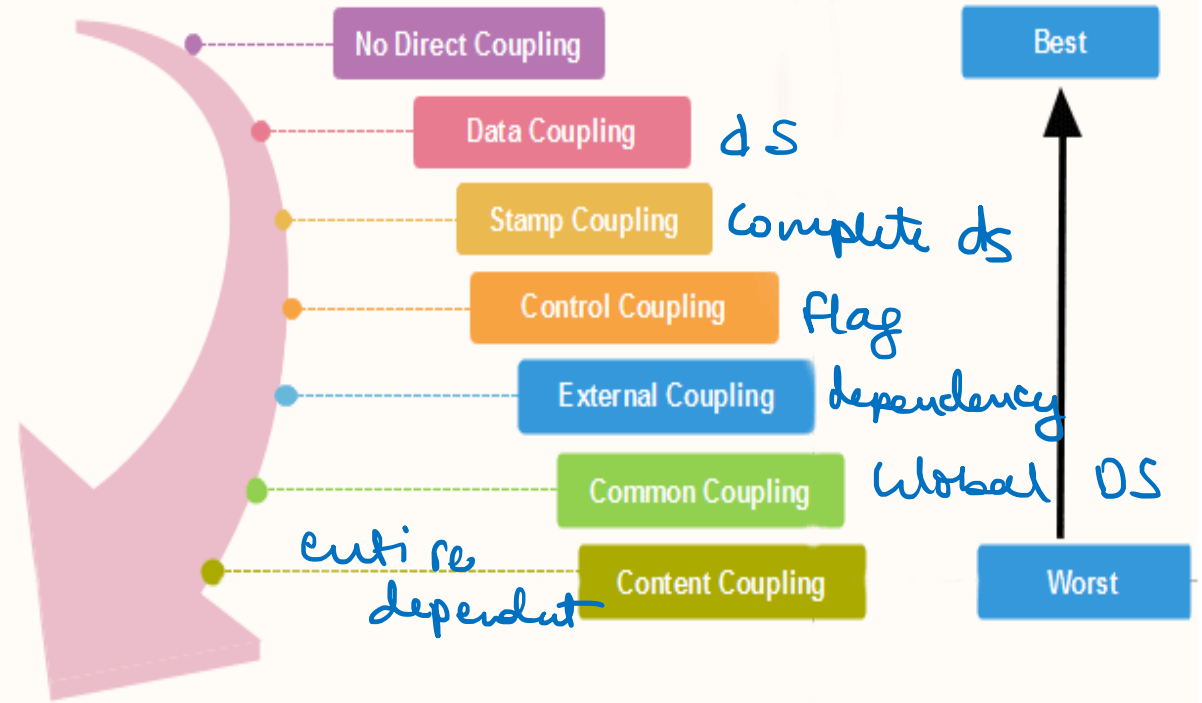
IT company me selection ke liye
ka knowledge hona chahye,

**CONTROL &
EXTERNAL** Variables

hote hai, Faqjo ki **Common** &
Content pe focus karna hai.

Types of Modules Coupling

There are various types of module Coupling are as follows:

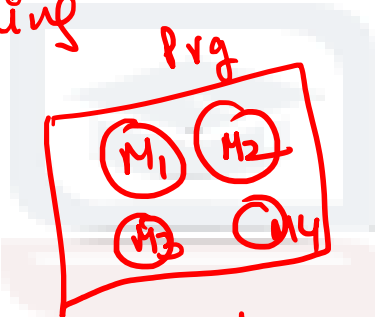


86

sequence
co A serial



coupling



strongly

coupled ↑
dependency high daughter - 6 year - strongly
→ 10 year - weakly

Arrange the following types of Cohesion from best to worst type.

- (A) Logical Cohesion
- (B) Sequential Cohesion
- (C) Communication Cohesion
- (D) Temporal Cohesion
- (E) Procedural Cohesion

any

Choose the correct answer from the options given below:

- (1) $A \rightarrow D \rightarrow E \rightarrow C \rightarrow B$
- (2) $A \rightarrow E \rightarrow D \rightarrow C \rightarrow B$
- (3) $B \rightarrow E \rightarrow C \rightarrow D \rightarrow A$
- (4) $B \rightarrow C \rightarrow E \rightarrow D \rightarrow A$

School me **F**IRST **S**tage of learning, exam me
COmmunicate kar lete ho, ye
PROCEDURE chalta rehta hai,
pass hokar aap College me campus selection
milta h as a **T**EAM **L**eaders, But kuch bhi
accidental (**Co**incidental) nahi h

Arrange the following types of Cohesion from best to worst type.

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- (C) Communication Cohesion
- (D) Temporal Cohesion
- (E) Procedural Cohesion

Choose the correct answer from the options given below:

- (1) $A \rightarrow D \rightarrow E \rightarrow C \rightarrow B$
- (2) $A \rightarrow E \rightarrow D \rightarrow C \rightarrow B$
- (3) $B \rightarrow E \rightarrow C \rightarrow D \rightarrow A$
- (4) $B \rightarrow C \rightarrow E \rightarrow D \rightarrow A$

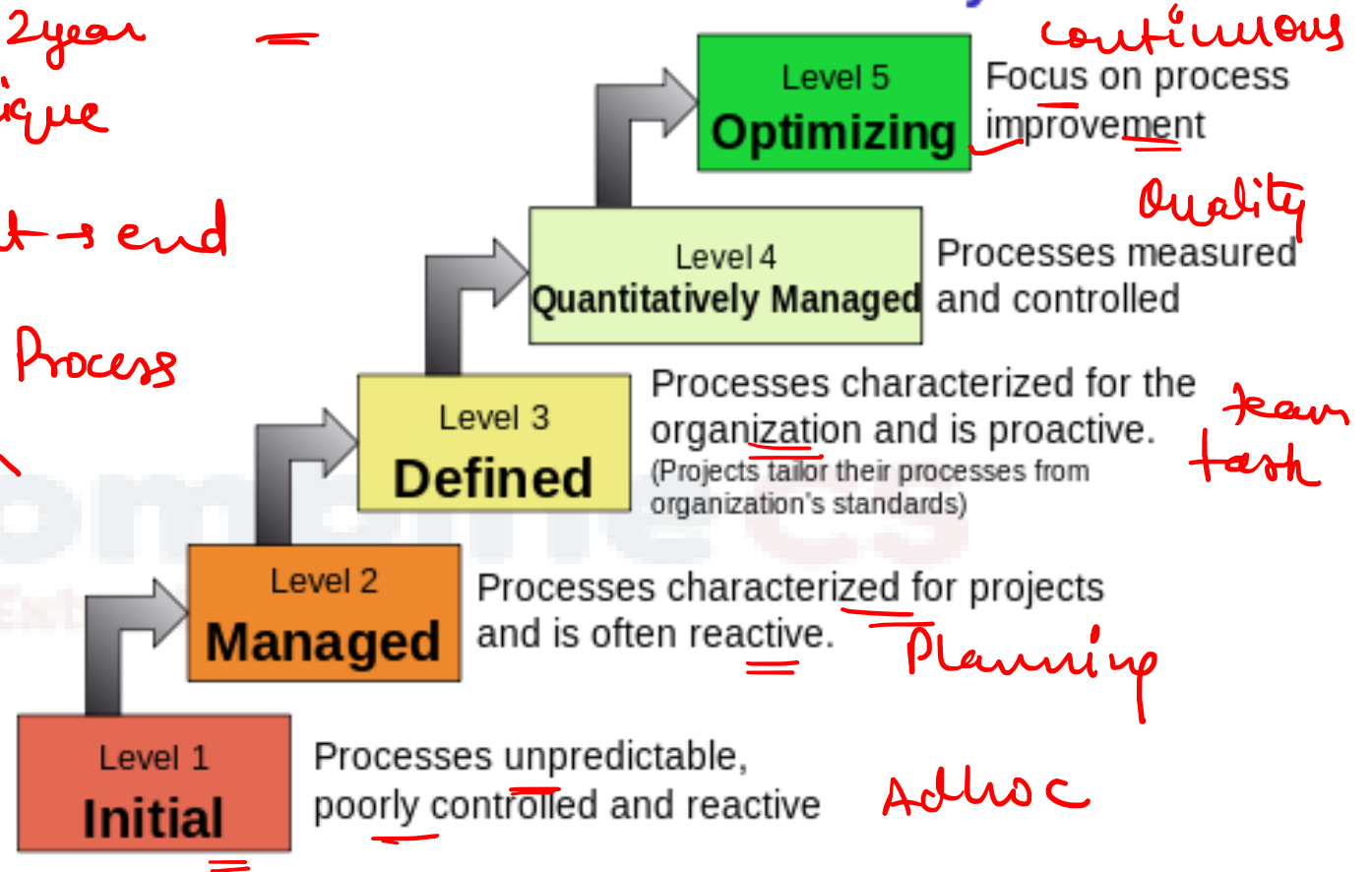
✓
✓
✓
D, T, M,

Characteristics of the Maturity levels

CMM - Software Process model
Quality Control *measure / technique* *2 year*

SOLC → start → end

KPA → Key Process Area



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The Extra Step

Q5) Match the **5 CMM** Maturity levels/CMMI staged representations in List- I with their characterizations in List-II codes:

i. A-4 , B-5, C-3, D-4

~~ii. A-1~~ , B-2, C-5, D-3

~~iii. A-5~~ , B-4, C-3, D-1

~~iv. A-4~~ , B-5, C-3, D-1

List - I

(a) Initial

(b) Repeatable

(c) Defined

(d) Managed

(e) Optimizing

List - II

(i) Processes are improved quantitatively and continually.

(ii) The plan for a project comes from a template for plans.

(iii) The plan uses processes that can be measured quantitatively.

(iv) There may not exist a plan or it may be abandoned.

(v) There's a plan and people stick to it.

2018

Q5) Match the 5 CMM Maturity levels/CMMI staged representations in List- I with their characterizations in List-II codes:

- i. A-4 , B-5, C-3, D-~~2~~
- ii. A-1 , B-2, C-5, D-3
- iii. A-5 , B-4, C-3, D-1
- iv. **A-4 , B-5, C-3, D-1**

List - I

(a) Initial

Adhoc process

(b) Repeatable

planning

(c) Defined

Organize

(d) Managed

Qty, Qty

(e) Optimizing

Continuous =

List - II

(i) Processes are improved quantitatively and continually.

(ii) The plan for a project comes from a template for plans.

(iii) The plan uses processes that can be measured quantitatively.

(iv) There may not exist a plan or it may be abandoned.

(v) There's a plan and people stick to it.

Q8

Match List I with List II

Q//

With reference to CMM developed by Software Engineering Institute (SEI)

2020

List I

List II

- | | |
|----------------|--------------------------|
| (A) INITIAL | (I) Process measurement |
| (B) REPEATABLE | (II) Process definition |
| (C) DEFINED | (III) Project management |
| (D) MANAGED | (IV) ADHOC |

Choose the correct answer from the options given below:

- (1) A-III, B-IV, C-II, D-I
- (2) A-IV, B-III, C-I, D-II
- (3) A-IV, B-III, C-II, D-I
- (4) A-III, B-IV, C-I, D-II



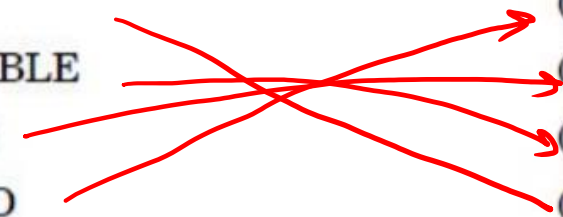
Match List I with List II

20 20

With reference to CMM developed by Software Engineering Institute (SEI)

List I

List II

- | | | |
|----------------|--|--------------------------|
| (A) INITIAL | | (I) Process measurement |
| (B) REPEATABLE | | (II) Process definition |
| (C) DEFINED | | (III) Project management |
| (D) MANAGED | | (IV) ADHOC |
- 

Choose the correct answer from the options given below:

- ~~(1) A-III, B-IV, C-II, D-I~~
- (2) A-IV, B-III, C-I, D-II
- (3) A-IV, B-III, C-II, D-I
- ~~(4) A-III, B-IV, C-I, D-II~~



SLW Quality
1) PUG

• Re-engineering – legacy, poor documented software.

• 5 steps 3 PUG

1. Source code translation WL

2) PUG 2. Reverse Engineering – hidden design.

3. Program Structure Implementation

4. Program modular ✓

5. Data-Reengineer



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The Extra Step

McCall Software Metrics

1. Audit ✓
2. Accuracy ✓
3. Conciseness ✓
4. Completeness ✓
5. Consistency ✓
6. RTO (Revision, Transition, Operation)

Trick
p48

3 steps

slow Metric
slow Reliability

SCM Configuration

1. Version / change control
2. Audit ✓
3. Report ✓
4. Synchronize ✓
5. Project Forking ✓
6. Syntax highlighting (not included)



CombineCS
The Extra Step

offline

Q9

Given below are two statements:

Statement I: Quality control involves the series of inspections, reviews and tests used throughout the software process, to ensure each work product meets the requirements placed upon it.

Statement II: Quality assurance consists of auditing and reporting functions of management.

In the light of the above statements, choose the correct answer from the options given below

- (1) Both Statement I and Statement II are true
- (2) Both Statement I and Statement II are false
- (3) Statement I is correct but Statement II is false
- (4) Statement I is incorrect but Statement II is true.

Given below are two statements:

Statement I: *definition* Quality control involves the series of inspections, reviews and tests used throughout the software process, to ensure each work product meets the requirements placed upon it.

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In the light of the above statements, choose the correct answer from the options given below

- (1) Both Statement I and Statement II are true
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- (3) Statement I is correct but Statement II is false
- (4) Statement I is incorrect but Statement II is true.

Conf

¹⁰
~~Q)~~ Which of the following statements is/are false?

true/false

P: The clean-room strategy to software engineering is based on the incremental software process model.

Q: The clean-room strategy to software engineering is one of the ways to overcome "unconscious" copying of copyrighted code.

1. Both P & Q
2. Neither P & Q
3. Only P
4. Only Q

Q) Which of the following statements is/are false ?

P: The clean-room strategy to software engineering is based on the incremental software process model. **T**

Q: The clean-room strategy to software engineering is one of the ways to overcome “unconscious” copying of copyrighted code.

1. Both P & Q
2. **Neither P & Q**
3. Only P
4. Only Q

p48

✓

The cleanroom software engineering process is a software development process intended to produce software with a certifiable level of reliability.

The focus of the cleanroom process is on defect prevention, rather than defect removal.

The Cleanroom approach to software development is based on five key strategies :

1. Formal specification,
2. Incremental development,
3. Structured programming,
4. Static verification, and
5. Statistical testing of the system.

So, none given statements are false.

TRICK:

FIS³

✓

MCQ

Q) Which of the following is not a key strategy followed by the clean room approach to software development?

1. Formal Specification
2. Dynamic Verification
3. Incremental Development
4. Statistical testing of the system



CombineCS
The Extra Step



Q) Which of the following is not a key strategy followed by the clean room approach to software development?

FIS

1. Formal Specification
2. ^{Static} Dynamic Verification
3. Incremental Development ✓
4. Statistical testing of the system

Models

no-so

Ad. Dis, Appⁿ

1. **Classical Waterfall Model:** No Feedback, also called as free-fall approach, cannot be used in practical project development / complex situations / real time environment.
 2. **Iterative Waterfall Model:** (Waterfall + Feedback), suitable only for well-understood problems and is not suitable for the development of very large projects and projects that suffer from a large number of risks. (Till now NO customer involvement).
 3. **Prototyping Model:** Customer involvement + Risk factor (but Risk must be identified before the project starts)
 4. **Incremental – Linear Sequential + Prototype**
 5. The first increment is often a core product where the basic requirements are addressed, & supplementary features are added in next iteration.
 6. **Evolutionary Model:** widely used in object-oriented development projects, suitable for large projects which can be decomposed into a set of modules for incremental development and delivery. This model is only used if incremental delivery of the system is acceptable to the customer.
- ❖ Continuous refinement & most suitable when requirements are not clear. Immediate feedback to developers from customer
 - ❖ Disadvantage – difficult to plan how long time it will take in development.

OO M
P48
incremental

1. **Spiral Model:** meta-model (waterfall + iterative + prototype + evolution), **Flexibility and Risk**, suitable for the development of **technically challenging and large software** that is prone to various risks that are difficult to anticipate at the start of the project. But this model is **more complex** than the other models.

2. Provide early & frequent feedback.

3. **Not** suitable for small projects.

P4Q

4. Risk analysis requires highly skilled expertise.

5. **RAD Model** is Rapid Application Development model. It is a type of **incremental model**. In RAD model the components or functions are developed in parallel as if they were **mini projects**. The developments are time boxed, delivered and then assembled into a working prototype.

6. RAD model **enables rapid delivery** as it reduces the overall development time due to the reusability of the components and parallel development. RAD works well only if **high skilled engineers are available** and the customer is also committed to achieve the targeted prototype in the given time frame. (**Drawback**)

7. Agile model adopts (**Iterative + incremental**) development.

P4Q

M4et 2020

¹²
Q) The ____ model is preferred for software development when the requirements are not clear. (UGCNET June 2016) Recent

- A. Rapid Application Development
- B. Rational Unified Process
- C. Evolutionary Model
- D. Waterfall Model

Q) The ____ model is preferred for software development when the requirements are not clear. (UGCNET June 2016)

customer

~~A.~~ Rapid Application Development (Used Req. clear)

B. Rational Unified Process

C. Evolutionary Model

~~D.~~ Waterfall Model - (*User req. complete*)

*increment
early*

Option A & D:--RAD & Waterfall model is used when the requirements are crystal clear.

C. Evolutionary Model:-When the requirements are not fully clear. i.e. spiral model.

Types of Agile Process Model

- 1) Agile Scrum Methodology.
- 2) Lean Software Development.
- 3) Kanban
- 4) Extreme Programming (XP)
- 5) Crystal clear
- 6) Dynamic Systems Development Method (DSDM)
- 7) Feature Driven Development (FDD)
- 8) ASD (Adaptive Software Development)

Full form



SEs playlist
Q.X

Quick
Revision

Quick
Test

MCQ set
2021

1. Scrum – Sprint, backlog, product owner, week
2. XP – CRC (**Class-responsibility-collaboration**) Curds
 1. Steps – Code review > Testing > Incremental Development > Design > Testing oop
3. FDD - <action> <result> <object> feature
4. ASD – CLS (Collaboration, Learning, Speculation) features
5. DSDM – RAD based, tight schedules & budget, quality
6. Kanban – sticky notes (work in progress)
7. Lean – Just in time
8. Crystal – chartering, cyclic delivery

Match the Agile Process models with the task performed during the model :

List I

List II

- | | |
|-----------------------------------|---|
| (a) Scrum | (i) CRC cards |
| (b) Adaptive software development | (ii) Sprint backlog |
| (c) Extreme programming | (iii) <action> the <result> <by/for/of/to>
a(n) <object> |
| (d) Feature-driven development | (iv) Time box release plan |

Choose the correct option from those given below :

- (1) (a)-(ii), (b)-(iv), (c)-(i), (d)-(iii)
- (2) (a)-(i), (b)-(iii), (c)-(ii), (d)-(iv)
- (3) (a)-(ii), (b)-(i), (c)-(iv), (d)-(iii)
- (4) (a)-(i), (b)-(iv), (c)-(ii), (d)-(iii)

Match the Agile Process models with the task performed during the model :

List I

List II

- (a) Scrum
- (b) Adaptive software development
- (c) Extreme programming
- (d) Feature-driven development

- (i) CRC cards
- (ii) Sprint backlog
- (iii) <action> the <result> <by/for/of/to>
a(n) <object>
- (iv) Time box release plan

Choose the correct option from those given below :

- (1) (a)-(ii), (b)-(iv), (c)-(i), (d)-(iii)
- (2) (a)-(i), (b)-(iii), (c)-(ii), (d)-(iv)
- (3) (a)-(ii), (b)-(i), (c)-(iv), (d)-(iii)
- (4) (a)-(i), (b)-(iv), (c)-(ii), (d)-(iii)

Q14

(P) Cleanroom software engineering	(1) Uses CRC Cards
(Q) Extreme Programming	(2) Speculation, Collaboration, learning
(R) Adaptive Software Development	(3) Variation of Formal Methods Model
(S) Dynamic Systems Development Method	(4) Meet tight time constraints



CombineCS
The

A. P-2, Q-1, R-3, S-4	B. P-1, Q-2, R-4, S-3
C. P-3, Q-1, R-2, S-4	D. P-4, Q-3, R-1, S-2

(P) Cleanroom software engineering	(1) Uses CRC Cards
(Q) Extreme Programming	(2) Speculation, Collaboration, learning
(R) Adaptive Software Development	(3) Variation of Formal Methods Model
(S) <u>Dynamic Systems Development Method</u>	(4) <u>Meet tight time constraints</u>



CombineCS
The

A. P-2, Q-1, R-3, S-4	B. P-1, Q-2, R-4, S-3
C. <u>P-3, Q-1, R-2, S-4</u>	D. P-4, Q-3, R-1, S-2

assignment

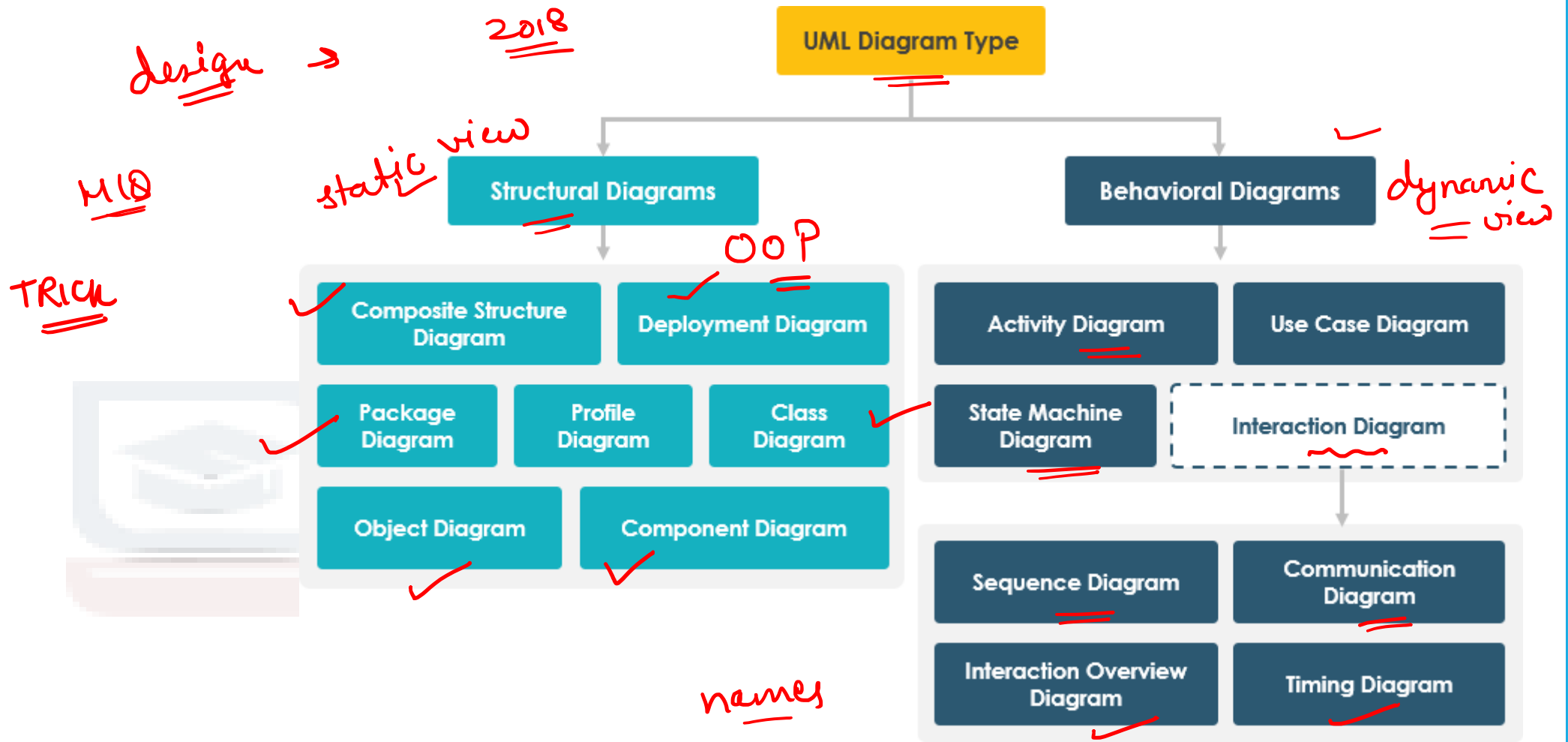
features

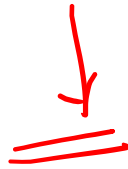
types

- Drawback of Agile process model



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Structural UML diagrams

Class diagram
Package diagram
Object diagram
Component diagram
Composite structure diagram
Deployment diagram

Behavioral UML diagrams

Activity diagram
Sequence diagram
Use case diagram
State diagram
Communication diagram
Interaction overview diagram
Timing diagram

like, share

2 pm

Q.16

Match each UML diagram in List I to its appropriate description in List II.

List I

List II

(a) State Diagram

(i) Describes how the external entities (people, devices) can interact with the system.

(b) Use-Case Diagram

(ii) Used to describe the static or structural view of a system.

(c) Class Diagram

(iii) Used to show the flow of a business process, the steps of a use-case or the logic of an object behaviour.

(d) Activity Diagram

(iv) Used to describe the dynamic behaviour of objects and could also be used to describe the entire system behaviour.

Code :

A (a)–(i), (b)–(iv), (c)–(ii), (d)–(iii)

C (a)–(iv), (b)–(ii), (c)–(i), (d)–(iii)

B (a)–(i), (b)–(iv), (c)–(iii), (d)–(ii)

D (a)–(iv), (b)–(i), (c)–(ii), (d)–(iii)

Match each UML diagram in List I to its appropriate description in List II.

List I

List II

- | | |
|-----------------------------|---|
| (a) <u>State</u> Diagram | (i) Describes how the external entities (people, devices) can interact with the system. |
| (b) Use-Case Diagram | (ii) Used to describe the <u>static or structural view</u> of a system. |
| (c) <u>Class</u> Diagram | (iii) Used to show the flow of a <u>business process</u> , the steps of a use-case or the <u>logic</u> of an object behaviour. |
| (d) <u>Activity</u> Diagram | (iv) Used to describe the <u>dynamic behaviour</u> of <u>objects</u> and could also be used to describe the <u>entire system</u> behaviour. |

Code :

A (a)–(i), (b)–(iv), (c)–(ii), (d)–(iii)

C (a)–(iv), (b)–(ii), (c)–~~(i)~~, (d)–(iii)

B (a)–(i), (b)–(iv), (c)–~~(iii)~~, (d)–(ii)

D (a)–(iv), (b)–(i), (c)–(ii), (d)–(iii)



Structural Diagram	Brief Description
Composite Structure Diagram	It shows the internal structure of a classifier, classifier interactions with the environment through ports, or behavior of a collaboration.
Deployment Diagram	It shows a set of nodes and their relationships that illustrates the static deployment view of an architecture.
Package Diagram	It groups related UML elements into a collection of logically related UML structure.
Profile Diagram	
Class Diagram	It shows a set of classes, interfaces, and collaborations and their relationships, typically, found in modeling object-oriented systems.
Object Diagram	It shows a set of objects and their relationships, which is the static snapshots of instances of the things found in class diagrams.
Component Diagram	It shows a set of components and their relationships that illustrates the static implementation view of a system.



Behavioral Diagram	Brief Description
Activity Diagram	It is a graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency
Use Case Diagram	It describes a system's functional requirements in terms of use cases that enable you to relate what you need from a system to how the system delivers on those needs.
State Machine Diagram	It shows the discrete behavior of a part of a designed system through finite state transitions.
Sequence Diagram	It shows the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario.
Communication Diagram	It shows interactions between objects and/or parts (represented as lifelines) using sequenced messages in a free-form arrangement.
Interaction Overview Diagram	It depicts a control flow with nodes that can contain other interaction diagrams.
Timing Diagram	It shows interactions when the primary purpose of the diagram is to reason about time by focusing on conditions changing within and among lifelines along a linear time axis.



Which of the following UML diagrams has a static view?

(1) Collaboration diagram *Dynamic*

(2) *static*
Use-Case diagram

(3) State chart diagram *dynamic*

(4) Activity diagram
dynamic



2020

Which of the following UML diagrams has a static view?

- | | | | |
|-----|-----------------------|-----|------------------|
| (1) | Collaboration diagram | (2) | Use-Case diagram |
| (3) | State chart diagram | (4) | Activity diagram |



FAB

Q17

~~i. A-1 , B-4, C-3, D-2~~

~~ii. A-4 , B-2, C-1, D-3~~

iii. A-4 , B-1, C-2, D-3

~~iv. A-1 , B-4, C-2, D-3~~



	List-I		List-II
(a)	State Diagram	i	Describes how the external entities (people, devices) can interact with the System
(b)	Use Case Diagram	ii	Used to describe the static or <u>structural view</u> of a system
(c)	<u>Class</u> Diagram	iii	Used to show the flow of a business process, the steps of a use-case or the logic of an object behaviour
(d)	Activity Diagram	iv	Used to describe the dynamic behaviour of objects and could also be used to describe the entire system behaviour

- i. A-1 , B-4, C-3, D-2**
- ii. A-4 , B-2, C-1, D-3**
- iii. A-4 , B-1, C-2, D-3**
- iv. A-1 , B-4, C-2, D-3**



	List-I		List-II
(a)	State Diagram	i	Describes how the external entities (people, devices) can interact with the System
(b)	Use Case Diagram	ii	Used to describe the static or structural view of a system
(c)	Class Diagram	iii	Used to show the flow of a business process, the steps of a use-case or the logic of an object behaviour
(d)	Activity Diagram	iv	Used to describe the dynamic behaviour of objects and could also be used to describe the entire system behaviour

Q18 To create an object-behavioral model, the analyst performs the following steps:

new
concept

- (A) Evaluates all use-cases
- (B) Builds state transition diagram for the system.
- (C) Reviews the object behaviour model to verify accuracy and consistency
- (D) Identifies events that do not derive the interaction sequence.

Choose the correct answer from the options given below:

- (1) (A), (B) and (C) only
- (2) (A), (B) and (D) only
- (3) (B), (C) and (D) only
- (4) (A), (C) and (D) only

concept

To create an object-behavioral model, the analyst performs the following steps:

100% T

- (A) Evaluates all use-cases Complex, Real
- (B) Builds state transition diagram for the system.
- (C) Reviews the object behaviour model to verify accuracy and consistency
- (D) Identifies events that do not derive the interaction sequence. negative

Choose the correct answer from the options given below:

- | | | | |
|---|-----------------------|-----|-----------------------|
| <input checked="" type="checkbox"/> (1) | (A), (B) and (C) only | (2) | (A), (B) and (D) only |
| (3) | (B), (C) and (D) only | (4) | (A), (C) and (D) only |

numerical- SE 2,3

SE

FP - Size measure

VAF - 14

Locomoto

CAF = 0.65 + 0.01 $\leq f_i^0$ (14)

$$\text{Productivity} = \frac{\text{FP}}{\text{Time}}$$

$$\text{Effort} = \frac{\text{FP}}{\text{Productivity}}$$

$$\text{Duration} = \frac{\text{Effort}}{\text{Size}}$$

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