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# Question 1

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## Question Type: MultipleChoice

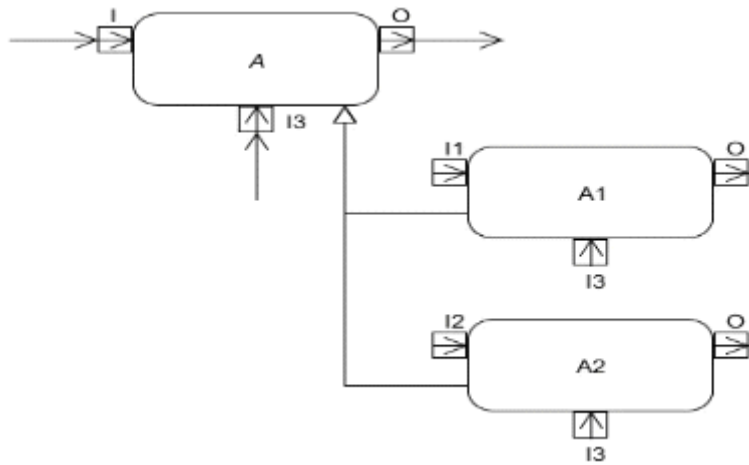
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Choose the correct answer

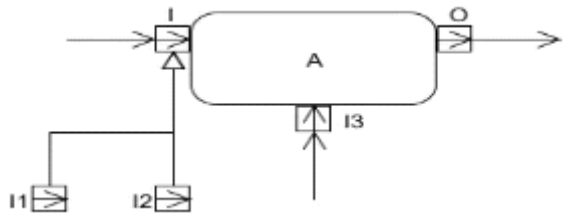
A has three inputs I 1, I 2 and I3 and one output O, I1, I2, I3 and O are all of the same type A requires I1 or I2 to execute but I1 and I2 are mutually exclusive. I3 must be present for A to begin.

Which activity diagram fragment correctly shows A with its three inputs and one output?

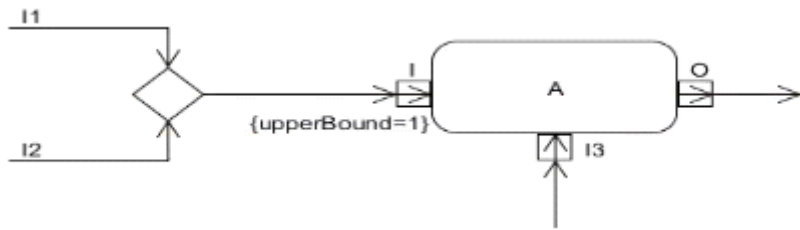
A)



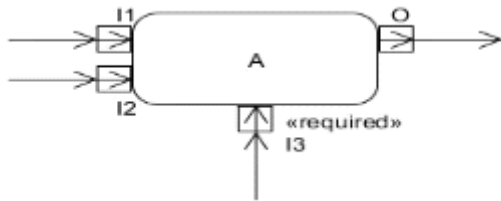
B)



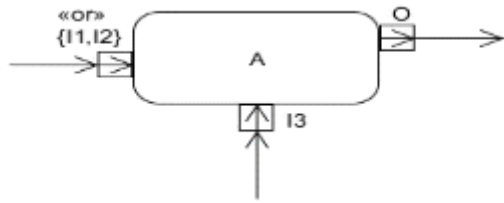
C)



D)



E)



**Options:**

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- A-** Option A
- B-** Option B
- C-** Option C
- D-** Option D
- E-** Option E

**Answer:**

---

A

## Question 2

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**Question Type:** MultipleChoice

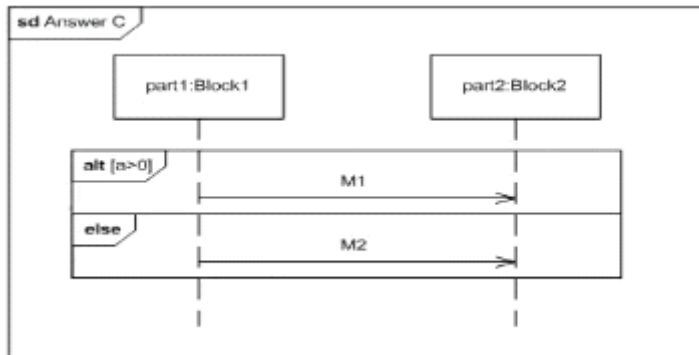
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Choose the correct answer.

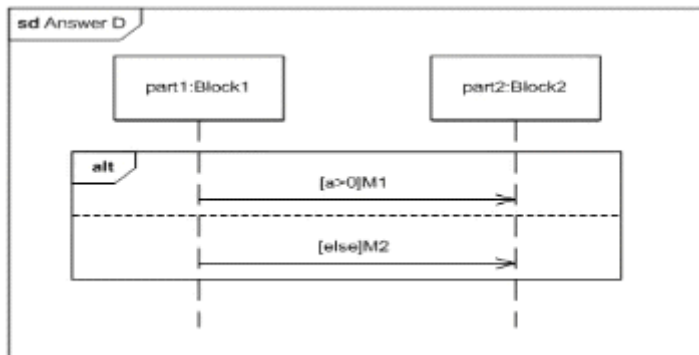
Block 1 has a value property 'a' part 1. typed by Block! sends the message M1 if a>0; otherwise it sends message M2.

Which diagram depicts this scenario?

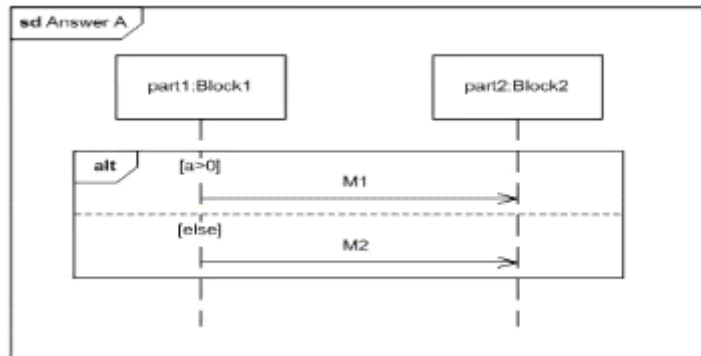
A)



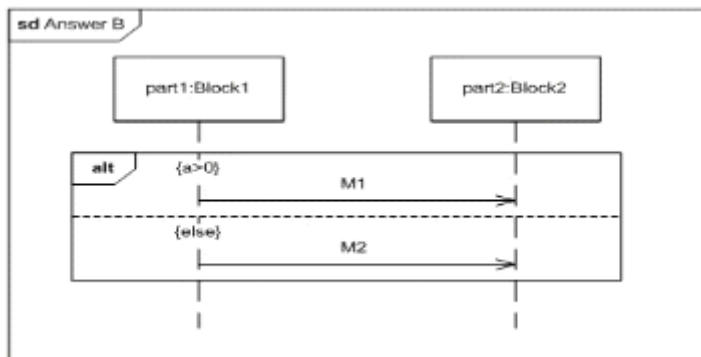
B)



C)



D)



**Options:**

---

A- Option A

B- Option B

C- Option C

D- Option D

**Answer:**

---

A

## Question 3

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**Question Type:** MultipleChoice

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Choose the correct answer.

Which option correctly describes the effect of an object flowing into and out of a data store?

A)

Flow in (object already present)	Flow in (object not already present)	Flow out
Existing object overwritten	Object added to store	Object remains in store (copy flows out)

B)

Flow in (object already present)	Flow in (object not already present)	Flow out
New object added to store	Object added to store	Most recently added version flows out

C)

Flow in (object already present)	Flow in (object not already present)	Flow out
Error	Object added to store	Object removed from store

D)

Flow in (object already present)	Flow in (object not already present)	Flow out
Error	Object added to store	Object remains in store (copy flows out)

### Options:

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**A-** Option A

**B-** Option B

**C-** Option C

**D-** Option D



Answer:

---

B

## Question 4

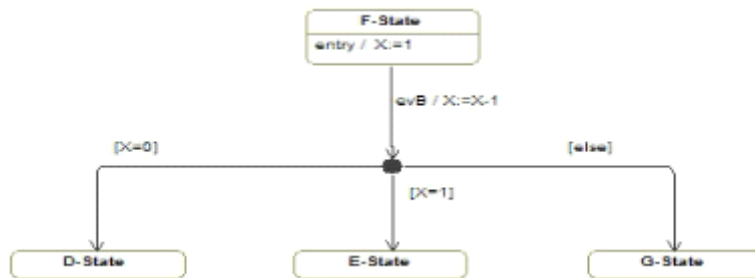
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Question Type: MultipleChoice

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Choose the correct answer.

Given the following state machine fragment.



if it starts in F-State and then the event evB is received, what is the subsequent state?

Options:

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A- D-State

B- E-State

C- F-State

D- G-State

E- None: the diagram is ill-formed

**Answer:**

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B

## Question 5

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**Question Type:** MultipleChoice

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Choose the correct answer.

The formula for the determinant of a square 2X2 matrix.

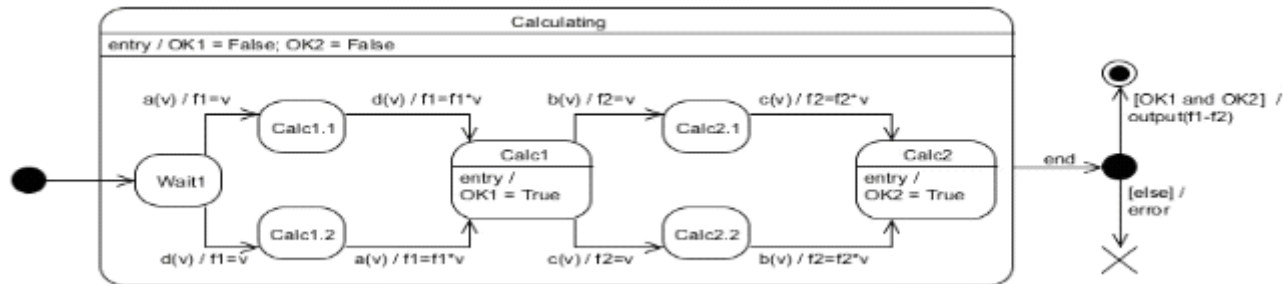
|ab|

|cd|

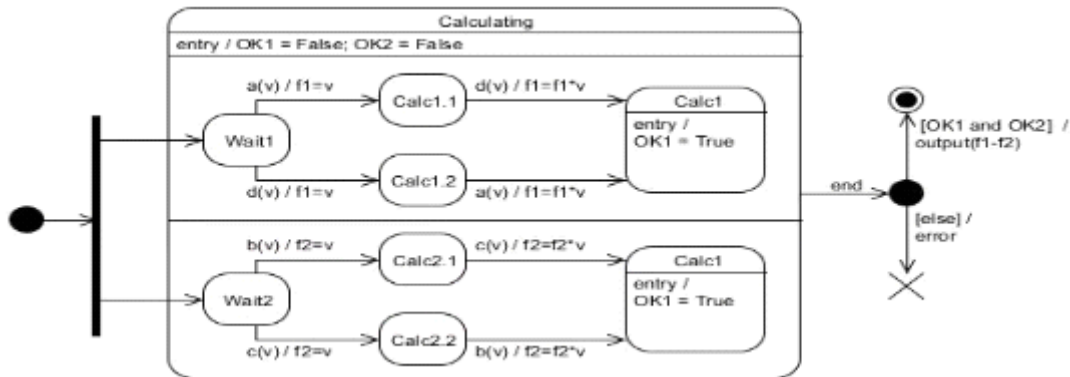
is a'd-b'c A subsystem receives one message for each value (i.e.  $a(v)$ ,  $b(v)$ ,  $c(v)$  and  $d(v)$  where  $v$  is a real number) These messages can be in any order, and the ensure sequence is followed by an "end" message. The subsystem must calculate the determinant and output it upon receipt of the end message. If there are multiple messages for one value (e.g. two  $a(v)$  messages), or the end message is received before all values have been received, the subsystem should signal an error.

Which state machine correctly models the required behavior? If more than one state machine is correct, select the one with the fewest states.

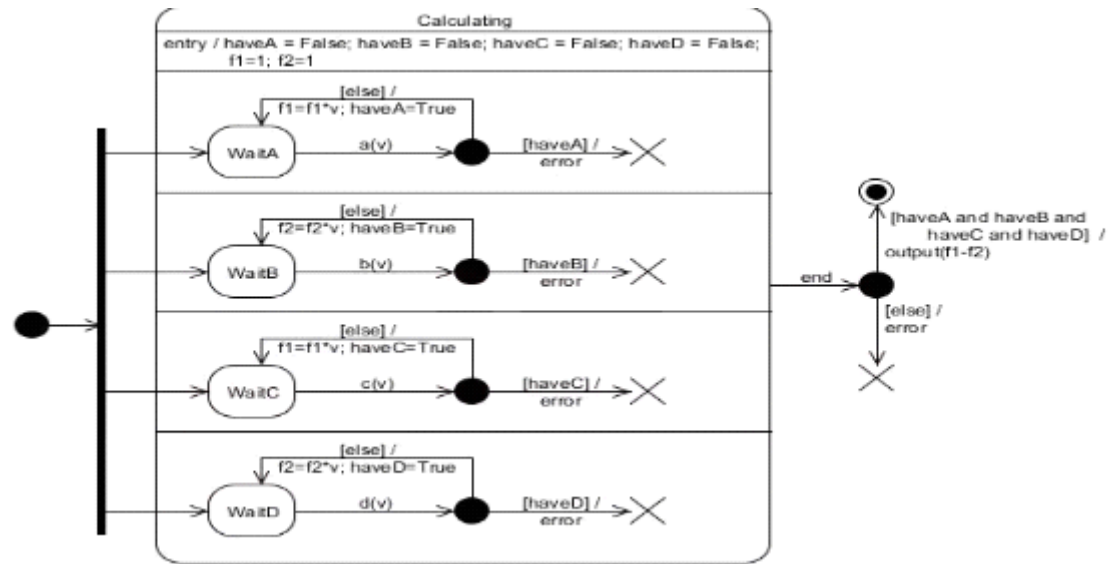
A)



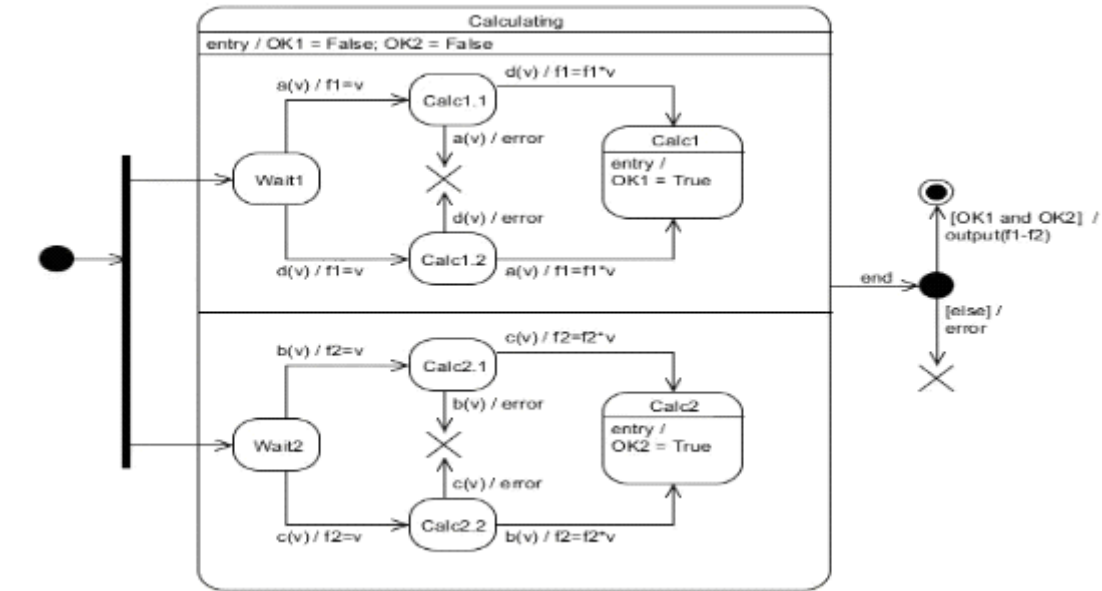
B)



C)



D)



**Options:**

- A- Option A
- B- Option B
- C- Option C
- D- Option D

**Answer:**

B

## Question 6

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**Question Type:** MultipleChoice

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Choose the correct answer

What is an efficient way to represent highly reused patterns of interaction on sequence diagrams?

### Options:

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- A-** an Interaction use referencing an interaction defined on a separate sequence diagram
- B-** an interaction template construct that is instantiated from the referring sequence diagram
- C-** the call interaction operator with an operand referring to the reusable Interaction defined elsewhere
- D-** an activation on the referring sequence diagram allocated to another activation on the referenced diagram

### Answer:

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B

## Question 7

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**Question Type:** MultipleChoice

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Choose the correct answer

Which SysML construct is used to represent a connection point to an interaction when It is being used by another interaction?

**Options:**

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- A- a formal gate
- B- a usage point
- C- a message port
- D- an interaction parameter

**Answer:**

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C

## Question 8

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**Question Type:** MultipleChoice

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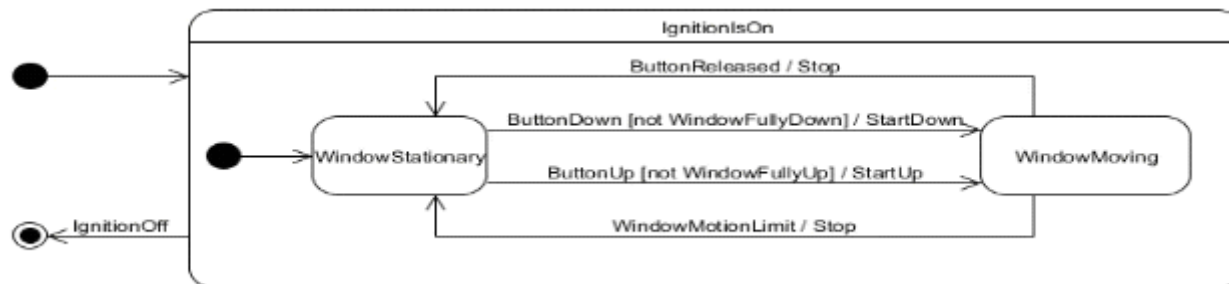
Choose the correct answer

The following are behavioral requirements for an automobile electric window

- (1) When the window button is moved into the up position and the window is not fully up the window shall begin to move up
- (?) When the window button is moved into the down position and the window is not fully down, the window shall begin to move down
- (3) When the window button is released or the window reaches the fully up or fully down position, the window shall stop moving
- (4) Requirements (1-3) apply when the ignition is on. However, turning the ignition off shall take effect only after the window has stopped moving.

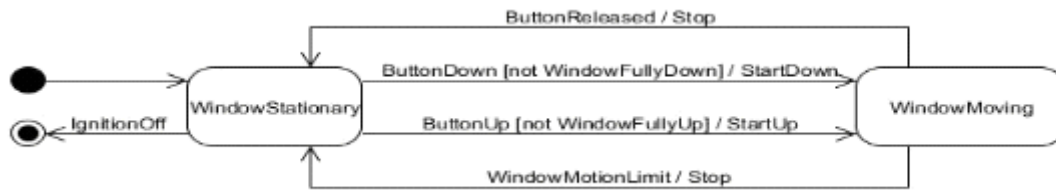
Which state machine diagram fragment describes the required behavior?

A)

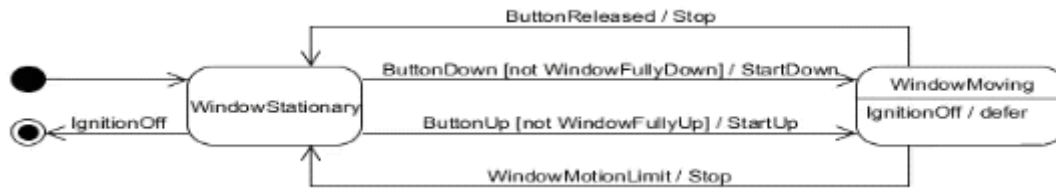


B)

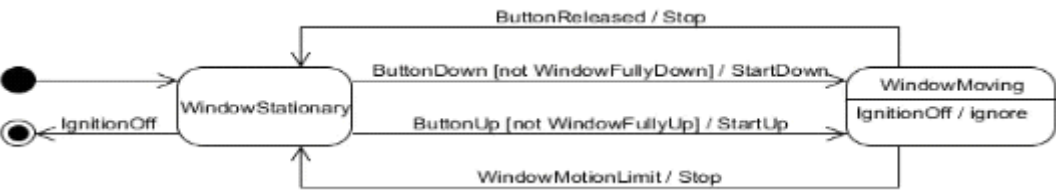




C)



D)



E)



### Options:

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A- Option A

B- Option B

C- Option C

D- Option D

E- Option E

### Answer:

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A

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