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Question 1

Question Type: MultipleChoice

Choose the correct answer.

What are streaming parameters?

Options:

A- parameters that are mapped to flow ports

B- parameters in which tokens are never buffered

C- parameters through which a continuous stream of tokens pass

D- parameters through which an activity can accept or produce tokens throughout its execution

Answer:

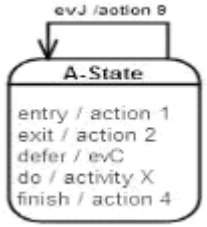
B

Question 2

Question Type: MultipleChoice

Choose the correct answer.

Assume the following state machine fragment Is In the A-State when the event evC arrives.



What is the order of behaviors that are executed after evj arrives?

Options:

A- action 9, action 1

B- action 2, action 9, action 1

C- action 2, action 9, action 1, start activity X, evC

D- stop activity X (if needed), action 2, action 9, action 1, start activity X

E- stop activity X (If needed), action 2, action 9, action 1, action 4 start activity X

Answer:

C

Question 3

Question Type: MultipleChoice

Choose the correct answer

In a state machine which behavior can be interrupted by a transition which leaves the current state?

Options:

A- a do behavior

B- an entry behavior

C- an exit behavior

D- the effect of an internal transition

Answer:

A

Question 4

Question Type: MultipleChoice

Choose the correct answer

What is a 'control operator'?

Options:

A- it is an activity that can output control tokens via a parameter node.

B- It Is the general term for any element of an activity that can handle control tokens.

C- It Is a special kind of activity node that can be used to control the flow of tokens into an activity.

D- It Is an activity node that allows a modeler to specify the use of mathematical operators such as plus minus, multiply, or divide.

Answer:

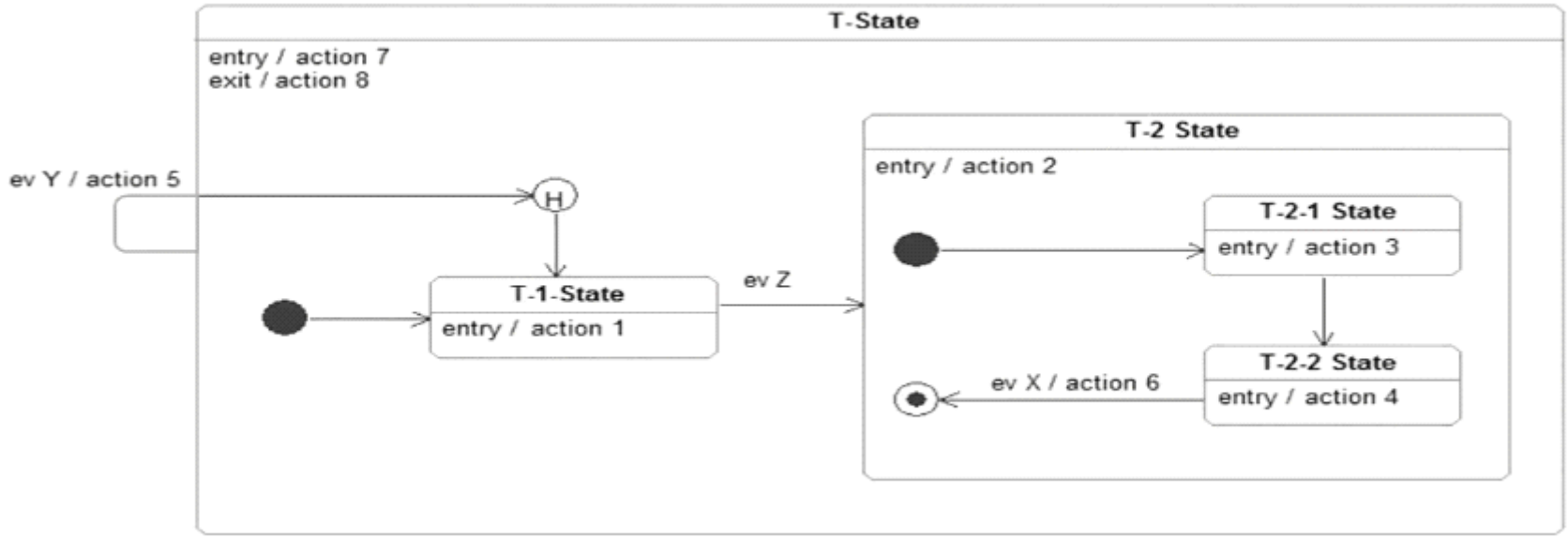
B

Question 5

Question Type: **MultipleChoice**

Choose the correct answer.

Assume the following state machine is In the T-1 State when ev Z occurs:



Subsequently ev Voccurs.

Which sequence of actions will be executed?

Options:

A- action 2

B- action 2 action 3

C- action 2 action 4

D- action 3

E- action 4

F- action 5 action 2 action 3

G- action 5 action 2 action 4

H- action 5 action 1 action 2 action 3

I- action 5 action 1 action 2 action4

J- action 8 action 5 action 7 action 2 action 3

K- action 8 action 5 action 7 action 2 action 3 action 4

L- action 8 action 5 action 7 action 2 action 4

Answer:

I

Question 6

Question Type: MultipleChoice

Choose the correct answer.

Which stereotype depicts that an object node will replace existing tokens with newly arriving tokens when the specified upper limit is reached?

Options:

A- replace

B- overwrite

C- notbuffer

D- No stereotype is needed in this case since it describes the default condition

Answer:

B

Question 7

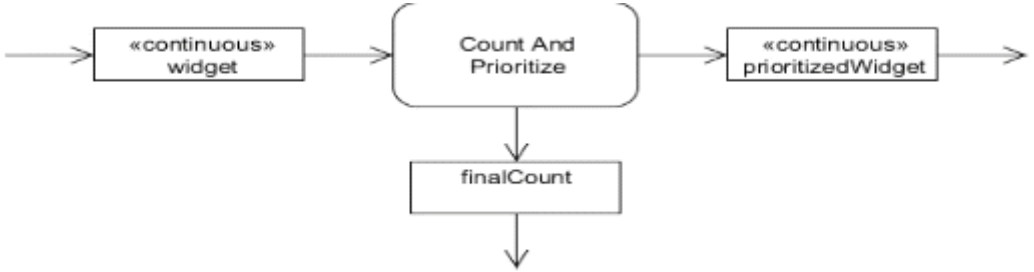
Question Type: MultipleChoice

Choose the correct answer.

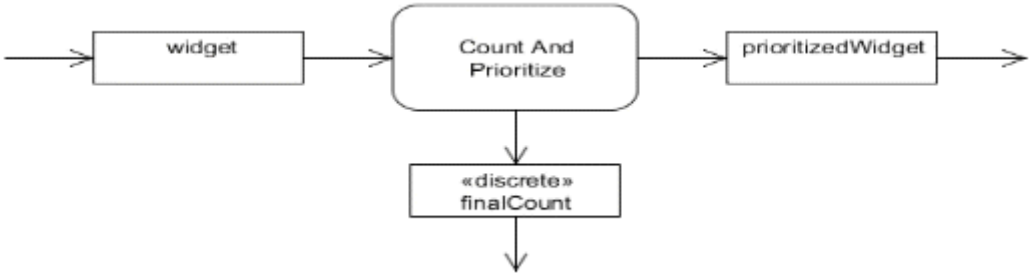
There is a requirement to count and prioritize widgets. While it is active, the action that implements this behavior will repeatedly accept a widget and immediately output a prioritized widget. A special "final" widget will cause the action to terminate and output the total count of widgets It processed

Which activity diagram fragment shows this action along with its inputs and outputs?

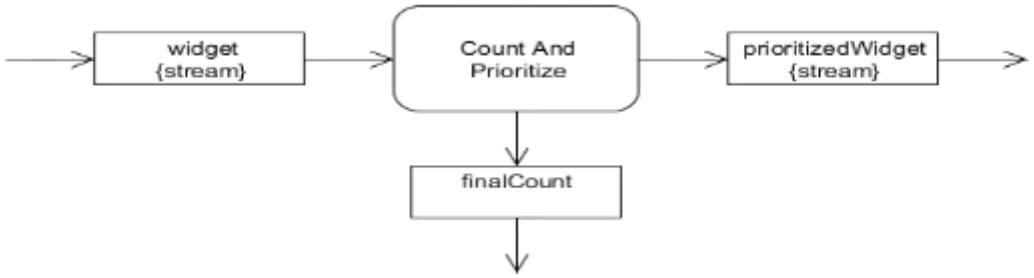
A)



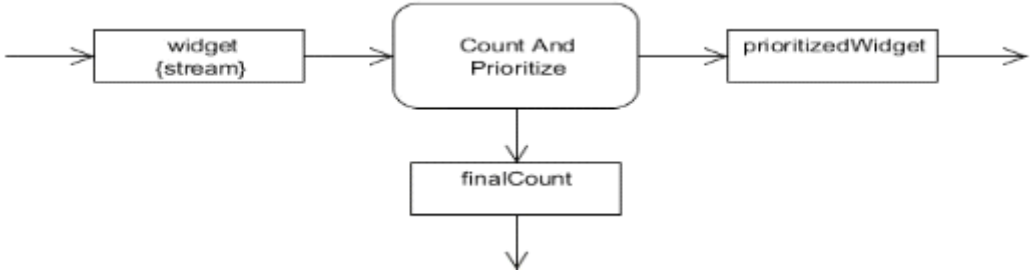
B)



C)



D)



Options:

A- Option A

B- Option B

C- Option C

D- Option D

Answer:

A

Question 8

Question Type: MultipleChoice

Choose the correct answer.

What is the relationship between objective functions and measures of effectiveness (MOEs)?

Options:

A- An objective function is usually a function of only one MOE.

B- An objective function is usually a function of several different MOEs

C- An MOE is usually composed of only one objective function.

D- An MOF is usually composed of several different objective functions

Answer:

A

Question 9

Question Type: MultipleChoice

Choose the correct answer.

A system engineer specializing in rigid body dynamics wants to model the laws of motion (LOM) so that they may be reused to analyze different types of systems. The LOM consist of the mathematical relations R1 and R2. shown here.

(R1)s=ut + (1/2)at2

(R2) v = u + at

How should the system engineer represent and relate LOM. R1, and R2 in SysML?

Options:

A- Create a block for each of LOM. R1 and R? Then create part properties in LOM that are typed by R1 and R?

B- Create an activity for each of LOM. R1, and R2. Then, create actions in LOM that are typed by R1 and R2.

C- Create a constraint block for each of LOM. R1. and R2 Then, create part properties in LOM that are typed by R1 and R2.

D- Create a constraint block for each of LOM. R1, and R2- Then, create constraint properties m LOM that are typed by R1 and R2.

Answer:

B

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