

Information Systems Analysis & Design (M8748)

Tutorial 9

1. List two specific features of bad object-oriented modeling that are discouraged by the use of collaboration diagrams.
2. What are the benefits of keeping all classes reasonably small and self-contained?
3. What are the main differences between sequence diagrams and collaboration diagrams?
4. What are the essential parts of a message label (i) in a sequence diagram and (ii) in a collaboration diagram?
5. What is an object lifeline?
6. What is meant by the focus of control?
7. How do asynchronous messages differ from synchronous messages (i) in their behavior and (ii) in their notation?
8. In what circumstances are sequence numbers in a collaboration diagram written in nested style (e.g. 3.2.1)?
9. What consistency checks should be applied to interaction diagrams?
10. Describe three ways in which complex interactions may be represented using UML.