

Information Systems Analysis & Design (M8748)

Tutorial 11

1. Define event, state and transition.
2. What is the effect of a guard condition?
3. Why should all the guard conditions from a state be mutually exclusive?
4. What does it mean to say that an object can be in concurrent states?
5. How do nested states differ from concurrent states?
6. What is the difference between an action and an activity?
7. What UML modeling element has its behavior partly described by a statechart?
8. What are the indications that a statechart has not been drawn to model state changes?
9. Against which other UML diagrams should a statechart be cross-checked?
10. What cross-checks should be carried out?