

21 Lecture - CS504

Important Mcqs

Q: Which type of message in a Sequence Diagram waits for a response before continuing?
a) Synchronous message b) Asynchronous message c) Return message d) None of the above

Solution: a) Synchronous message **Q: What does an asynchronous message indicate in a Sequence Diagram?** a) The message is sent to itself b) The message waits for a response c) The message proceeds without waiting for a response d) The message represents a loop

Solution: c) The message proceeds without waiting for a response **Q: Which message type indicates the response from the called object in a Sequence Diagram?** a) Synchronous message b) Asynchronous message c) Return message d) None of the above **Solution: c)**

Return message **Q: In a Sequence Diagram, how are synchronous messages represented?**
a) With a dashed arrow b) With a solid arrow c) With a dashed line d) With a solid line **Solution:**

d) With a solid line **Q: What does a return message look like in a Sequence Diagram?** a) A dashed line with an arrowhead b) A solid line with an arrowhead c) A dashed line without an arrowhead d) A solid line without an arrowhead **Solution: a) A dashed line with an arrowhead**

Q: Which message type indicates a one-way communication without waiting for a response? a) Synchronous message b) Asynchronous message c) Return message d) Callback message **Solution: b) Asynchronous message**

Q: How are messages representing loops depicted in a Sequence Diagram? a) With a solid line and an arrowhead b) With a dashed line and an arrowhead c) With a solid line and a loop arrow d) With a dashed line and a loop arrow **Solution: d) With a dashed line and a loop arrow**

Q: What is the primary purpose of using message types in a Sequence Diagram? a) To indicate the object's name b) To represent the message content c) To show the direction of message flow d) To specify the message timing **Solution: d) To specify the message timing**

Q: In a Sequence Diagram, how do you differentiate between synchronous and asynchronous messages? a) By the presence of an arrowhead b) By the presence of a loop arrow c) By the type of line used d) By the position of the object's name **Solution: c) By the type of line used**

Q: What message type is used to indicate a method call from one object to another in a Sequence Diagram? a) Synchronous message b) Asynchronous message c) Return message d) Callback message **Solution: a) Synchronous message**