OMG-Certified Systems Modeling Professional - Model User

1. Behavioral features can only be found in behavior diagrams.

A. False

B. True

Answer(s): A

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2. Activity Diagrams are recommended for Asynchronous operations

A. False

B. True

Answer(s): B

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3. In requirements modeling, what does a use case represent?

A. The allocation of requirements to system elements

B. A specific way in which a system interacts with an external entity

C. The flow of control between system components

D. A specific condition of an object

Answer(s): B

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4. How does aspect-oriented programming contribute to better code organization?

A. By centralizing concerns within individual modules

B. By reducing modularity

C. By modularizing cross-cutting concerns and separating them from core business logic

D. By increasing code duplication

Answer(s): C

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5. Is SysML a programming language?

A. No

B. Yes

Answer(s): A

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6. What does a State Machine Diagram in system behavior modeling typically represent?

A. The interactions between actors and the system

B. The dynamic behavior of a system in terms of states and transitions

C. The sequence of messages between system components

D. The allocation of software components to hardware nodes

Answer(s): B

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7. SysML is

A. A graphical language

B. Semiformal

C. A programming language

D. Standard for Systems Engineering

Answer(s): A

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8. What is the purpose of a use case diagram in requirements modeling?

A. To specify the sequence of messages between system components

B. To illustrate the interactions between actors and the system

C. To depict the flow of data in a system

D. To represent the allocation of requirements to system elements

Answer(s): B

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9. What is the "lock and commit system"?

A. A system of locking an unlocking specific diagrams

B. Cameo files are automatically saved, not requiring a locking system

C. A mechanism to avoid concurrent modifications to the same model element

Answer(s): C

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10. Cameo is:

A. A modelling language

B. A modelling tool

C. Both a tool and a language

Answer(s): B

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11. The "compartment or callout" notation is used when:

A. To show relationships to requirement in other model elements in the same diagram

B. To show relationships to requirement in other model elements in a different diagram

Answer(s): A

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12. What is the term for a programming paradigm that aims to modularize cross-cutting concerns?

A. Object-Oriented Programming (OOP)

B. Functional Programming (FP)

C. Aspect-Oriented Programming (AOP)

D. Procedural Programming

Answer(s): C

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13. A Value property can represent a...

A. Float

B. Boolean

C. String

Answer(s): B

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14. Which of the following is a cross-cutting construct that is used to represent the ability to organize code into reusable units?

A. Modularity

B. Inheritance

C. Encapsulation

D. Polymorphism

Answer(s): A

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15. Which relationship in SysML indicates a strong association between two blocks, where the whole block depends on the existence of the part block?

A. Generalization

B. Composition

C. Association

D. Dependency

Answer(s): B

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16. Which SysML diagram is suitable for illustrating the hierarchical structure of blocks within a system?

A. Activity Diagram

B. Composite Structure Diagram

C. Sequence Diagram

D. Package Diagram

Answer(s): B

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17. Which model of system behavior is used to represent the behavior of a system as a series of states and the transitions between them?

A. Process model

B. State-transition model

C. Activity model

D. Flow model

Answer(s): B

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18. What is the primary purpose of an Activity Diagram in system behavior modeling?

A. To describe the dynamic behavior of a system in terms of activities and their dependencies

B. To specify the sequence of messages between system components

C. To illustrate the interactions between actors and the system

D. To depict the static structure of a system in terms of classes and their relationships

Answer(s): A

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19. In system behavior modeling, what is the purpose of a Communication Diagram?

A. To specify the sequence of messages between system components

B. To illustrate the interactions between actors and the system over time

C. To depict the allocation of software components to hardware nodes

D. To represent the dynamic behavior of a system in terms of states and transitions

Answer(s): A

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20. State Machine Diagrmas are used

A. To decide how an object (system element) responds to events

B. At different abstraction levels

C. To describe event-based behavior

Answer(s): C
