# CSSE 374 – Software Design

## Quiz 25, part 3

1. What is content coupling?
2. What is the strongest form of cohesion?

1. If you don’t have a reason for placing a method in a class, it   
     
   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_!
2. Use Case realization is the process of generating the design model from use cases and other requirements artifacts such as:   
     
   a)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ b)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   c)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. Which type of diagram is the primary source for the starting messages passed into the domain layer’s controller objects?

1. How do operations contracts help with bridging from system operations to design class diagrams and interaction diagrams?

1. **True/False** (circle one): When designing a system we typically begin with the “Start Up” use case? Why?
2. Where does one find what the controller (Register) must be accomplish with system operation makeNewSale?

1. Why do we choose “Map” for ProductDescription and “List” for SaleLineItems?
2. According to the Command-Query Separation Principle, we should design **mutator** methods (commands) to change the state of the object but return nothing, while **accessor** methods (queries) should return a value but leave the object state unchanged. Why is this usually a good idea?
3. According to the Command-Query Separation Principle, we should design **mutator** methods (commands) to change the state of the object but return nothing, while **accessor** methods (queries) should return a value but leave the object state unchanged. Why is this usually a good idea?
4. List something (if anything) that became clear to you as a result of studying this material. Write None or N/A otherwise, so I know you gave it some thought.   
   (Completely blank answers to feedback questions like this will receive 0 credit!)
5. Note anything from the material (or from the course so far) that you still have a question about. If you think about it and there's really nothing, then write None or N/A so I know you gave it some thought.