

Voluntary exam three

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- The first voluntary exam will be about Sequence Diagrams, State Machines, and to a small extend about Modal Sequence Diagrams and Timed Automata.
- This document should guide you regarding these topics
- It is not an exhausting list of question we expect you to answer, but you should do pretty well if you understand all the part of this document.

Sequence Diagrams

- You should know the syntax and semantics of:
 - Lifelines
 - Messages (Asynchronous, Synchronous)
 - Combined Fragments (Opt, Alt, Loop, Break)
 - Create and Delete Messages
 - Constraints

Sequence Diagrams

- You should also know:
 - What is the purpose of sequence diagrams?
 - What is the difficulty when designing sequence diagrams?
 - For what can a sequence diagram be used?
- You should be able to read and understand these diagrams!

State Machine Diagrams

- You should know the syntax and semantics of:
 - States
 - Transitions
 - Events (Call, Signal, Time, Change)
 - Procedures
 - Conditions
 - Do, Entry, Exit
 - Sub-States
 - History States (Deep, Shallow)

State Machine Diagrams

- You should also know
 - what is an activity and activity partitions
 - How to call an activity within a call action node
 - What is an object node and how is it used
 - What is an input parameter
 - What is an interruptible activity regions
- You should be able to read and understand these diagrams!

MSDs & TAs

- Basic questions about Timed Automata and Modal Sequence Diagrams might be included!
- You should have generally understood the languages and have a grasp of the syntax
- If we include a question on these languages, then both are included
(to not only favour the group that received the TA or MSD model)