



**Vendor:** Object Management Group(OMG)

**Exam Code:** OMG-OCUP-200

**Exam Name:** OMG-Certified UML Professional Intermediate  
Exam

**Version:** DEMO

### QUESTION 1

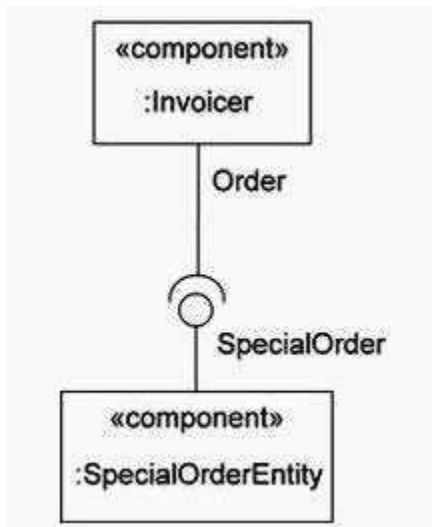
For what does an interaction operator define semantics?

- A. a particular interaction fragment
- B. a particular interaction
- C. a particular message
- D. a particular combined fragment

**Answer: D**

### QUESTION 2

Which relationships would make the model in the exhibit ill-formed.?



- A. SpecialOrder and Order are related to each other via an association.
- B. SpecialOrder is a subtype of Order.
- C. Order is a subtype of SpecialOrder.
- D. SpecialOrder and Order are related to each other via a dependency.

**Answer: C**

### QUESTION 3

What situation results from performing a CreateObjectAction on an abstract class?

- A. arbitrary object of one of its subclasses being created
- B. undefined behavior
- C. object of the specified class being created
- D. error log entry being created
- E. exception being raised

**Answer: B**

### QUESTION 4

When either a message m or a message q is to be sent-but not both-what kind of operator for

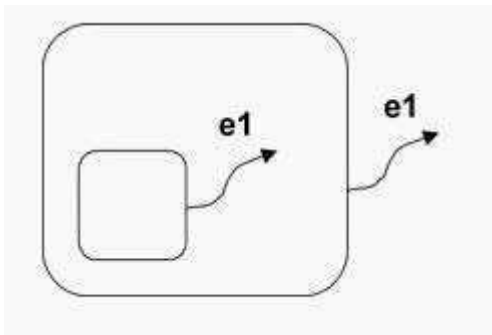
combined fragment would be used?

- A. opt
- B. par
- C. alt
- D. break
- E. var

**Answer: C**

#### QUESTION 5

Triggers on two different transitions originating from two states at different levels of the same state are simultaneously enabled (as shown in the exhibit). What does this mean?



- A. The state machine is not well-formed.
- B. The less deeply nested transition takes precedence over those with more depth.
- C. More deeply nested transitions take precedence over those with less depth.
- D. Both transitions are taken in arbitrary order.

**Answer: C**

#### QUESTION 6

What kinds of arrows connect to central buffers?

- A. control flows
- B. unidirectional associations
- C. object flows
- D. state transitions
- E. message passing
- F. dependencies

**Answer: C**

#### QUESTION 7

What does a loop node consist of?

- A. clauses
- B. partitions

- C. parameters
- D. bodyPart nodes
- E. behaviors
- F. guards

**Answer:** D

**QUESTION 8**

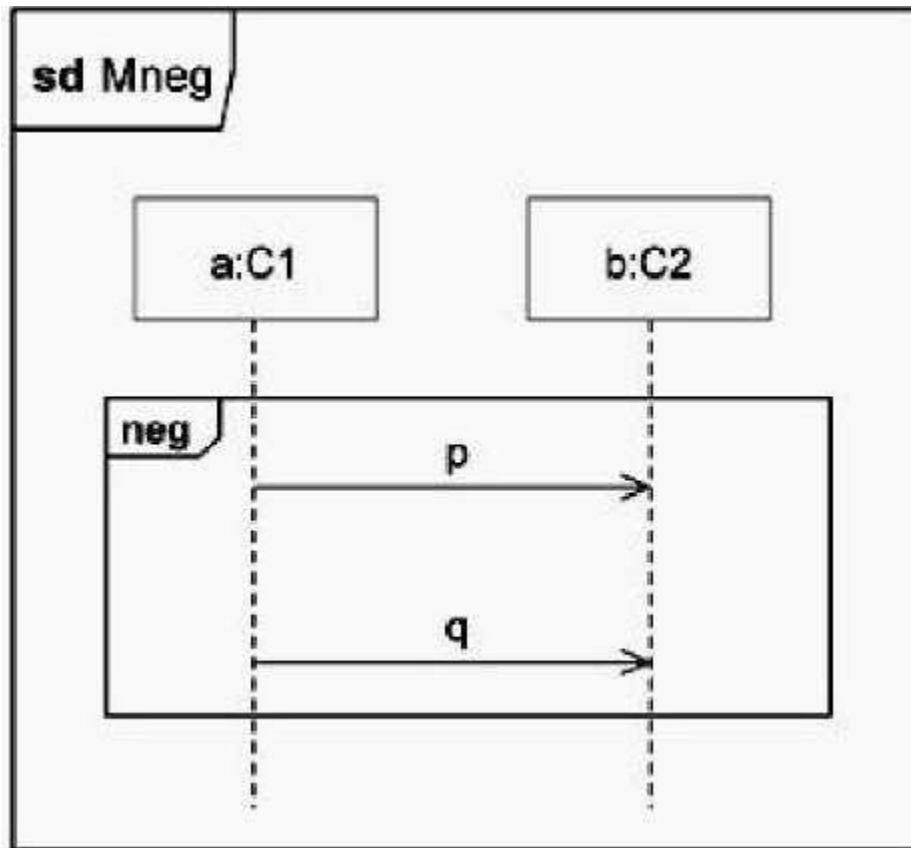
What is a combined fragment?

- A. more than one interaction combined in an interaction overview diagram
- B. an interaction occurrence covering more than one lifeline
- C. the combination of decomposed lifelines
- D. a construct with interaction operands and an interaction operator

**Answer:** D

**QUESTION 9**

Assume that !p means sending message p and ?p receiving it. In the exhibit, what is true about Mneg?



- A. Neither p nor q should be sent between a and b.
- B. <!p, ?q, ?p, !q> is an invalid trace according to Mneg.
- C. p and q should not be sent concurrently from a to b.

D.  $\langle !p, !q, ?p, ?q \rangle$  is an invalid trace according to Mneg.

**Answer: D**

#### QUESTION 10

What is NOT true of a CreateObjectAction?

- A. classifier must be abstract
- B. classifier cannot be abstract
- C. classifier cannot be an association class
- D. output pin has multiplicity [1..1]
- E. type of the output pin is the classifier.
- F. output pin has multiplicity [1..\*]

**Answer: AF**

#### QUESTION 11

What is NOT a correct assertion?

- A. Stereotypes extending a model element can be retracted at any time.
- B. Un-applying a profile from a model deletes all related stereotypes extending the model.
- C. Stereotypes extending a model element are immutable.
- D. A model element can be extended by several stereotypes at the same time.

**Answer: C**

#### QUESTION 12

What characteristic does a behavior port possess?

- A. owns the behavior of the classifier that owns the port
- B. defines the behavior that the owning classifier must realize
- C. has its own behavior that is distinct from the behavior of the classifier
- D. relays any incoming messages directly to the behavior of the owning object
- E. must have a protocol state machine
- F. is a kind of behavior

**Answer: D**

#### QUESTION 13

What does reaching the terminating pseudostate mean?

- A. The final state has been reached.
- B. The enclosing region is completed.
- C. The "do" activity of the current state has completed.
- D. A completion transition has occurred.
- E. The context object of the state machine is terminated.

**Answer: E**

**QUESTION 14**

When an object invokes a ReadSelfAction, what will it retrieve?

- A. name of the invoking activity
- B. class name of the invoking object
- C. invoking object
- D. attribute values and links for the invoking object
- E. attribute values for the invoking object

**Answer: B**

**QUESTION 15**

What is the difference between a stereotype and a metaclass?

- A. A metaclass is a limited kind of a stereotype that can only be used in conjunction with one of the stereotypes it limits.
- B. Stereotypes can be specialized, but metaclasses cannot be specialized.
- C. Metaclasses can be specialized, but stereotypes cannot be specialized.
- D. A stereotype is a specialization of a metaclass that can be used by itself, whereas a metaclass must be used with a stereotype.
- E. A stereotype is a limited kind of a metaclass that can be only be used in conjunction with one of the metaclasses it extends.

**Answer: E**

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