



**Vendor:** IBM

**Exam Code:** 000-048

**Exam Name:** Rhapsody in C++

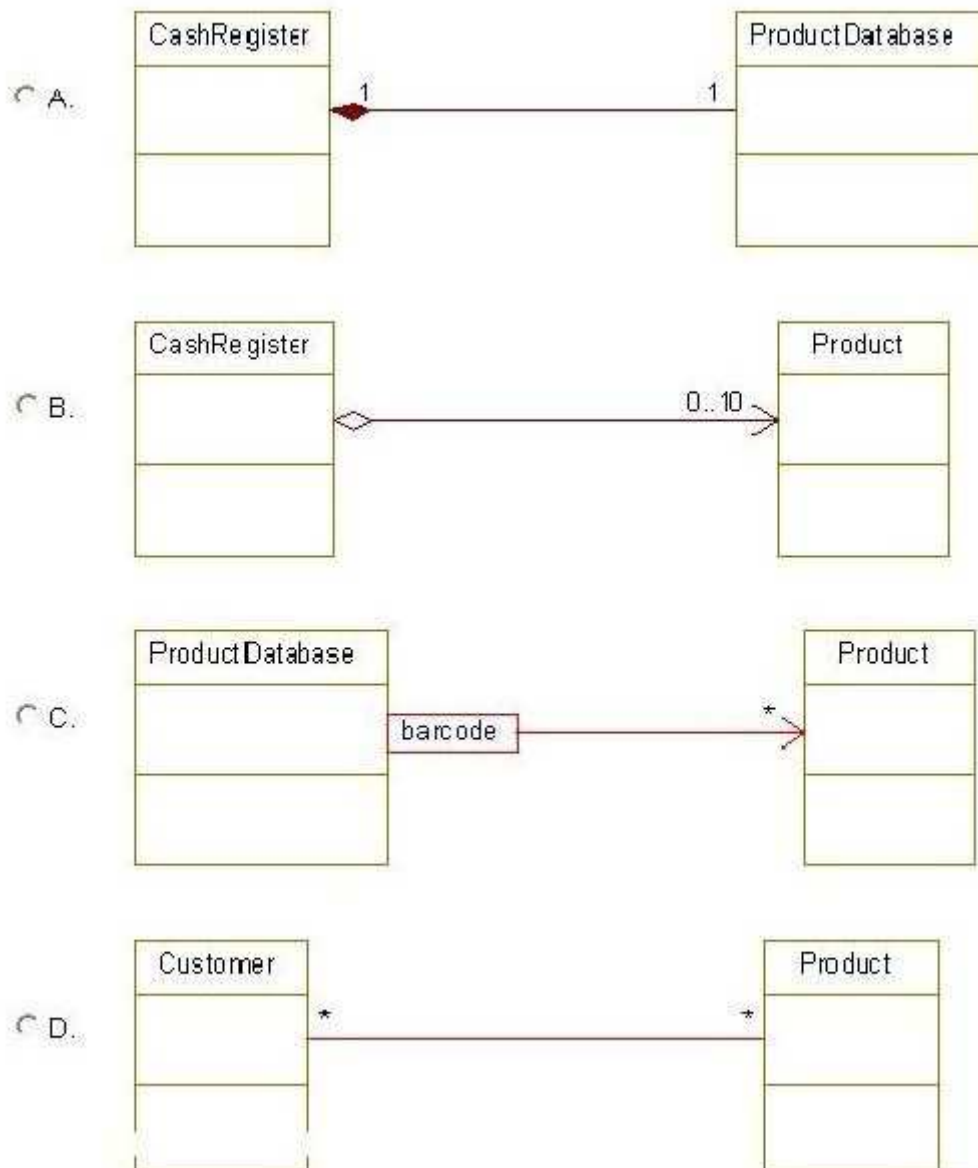
**Version:** DEMO

1. Which tool is used to capture requirements from a Word document?

- A. DoDAF
- B. Gateway
- C. DiffMerge
- D. ClearCase

Answer: B

2. Which type of relation generates the template class `OMMap<Key, Concept>`?



- A. Exhibit A
- B. Exhibit B
- C. Exhibit C
- D. Exhibit D

Answer: C

3.What is used to keep a specific set of properties, stereotypes, and tags that can be used across projects?

- A. profile
- B. relation
- C. template
- D. use case

Answer: A

4.Which template class is used when the multiplicity for a relation is \* (many) and the order is not specified?

- A. OMList<Concept>
- B. OMIterator<Concept>
- C. OMMap<Key,Concept>
- D. OMCollection<Concept>

Answer: D

5.Which two steps should be taken before running an animated sequence diagram?

(Choose two.)

- A. inject events
- B. create a base diagram
- C. open the animated diagram
- D. call the OUT\_PORT macro

Answer: B,C

6.Which symbol adds a condition mark to a sequence diagram?

A.



B.



C.



D.



- A. Exhibit A
- B. Exhibit B
- C. Exhibit C
- D. Exhibit D

Answer: A

7. From which framework class does an <<active>> object inherit the execute() operation?

- A. OMEvent
- B. OMThread
- C. OMTimeout
- D. OMReactive

Answer: B

8. Which statement is true about animated sequence diagrams?

- A. Events must be injected manually.
- B. Only Display sequence diagrams can be animated.
- C. Only Analysis sequence diagrams can be animated.
- D. They must be based off an existing sequence diagram.

Answer: D

9. What is the Rhapsody-generated pointer that allows access to the arguments of an event?

- A. props
- B. params
- C. behavior
- D. itsMutex

Answer: B

10. What is the purpose of the OUT\_PORT macro?

- A. to send an event to another object
- B. to allow a message to be sent via a port
- C. to create an event and inject it into an animatedstatechart
- D. to display the return value on animated sequence diagrams

Answer: B