Question 1
The question examines the fundamentals of the course’s curriculum and most students managed to answer it without any major problems, with the exception of part (a). Part (a) is about OO frameworks, such as Spring and OSGi. These frameworks contain component models (with objects as components); but by themselves they are not component models. Reuse in such frameworks is via its provided services (e.g. object discovery) and its glue code for object composition.

Question 2
This question examines the principles of encapsulated components and the details of the X-MAN component model. Most students gave a reasonably good answer, except for part (d). In part (d), it is crucial to use X-MAN syntax (and semantics) correctly, and to construct a system with the desired behaviour.

Question 3
This question examines the principles of objects as components and the details of EJBs. Most students answered parts (a,b,c) well. A number of students had problems with part (d). Again, it is crucial to use the correct syntax (and semantics) of EJB, and show that the constructed system has the correct behaviour.

Question 4
This question examines the principles of architectural units as components and the details of UML2.0. Most students answered parts (a,b,c) of this question well. A number of students had problems with part (d). As for the other questions, in part (d) it is crucial to use the correct syntax (and semantics) of UML2.0, and show clearly that the constructed system has the correct behaviour.