

RIM PRACTICE TEST

Name: _____ Date: _____

Instructions: Please refer to the RIM Foundation Subject Area diagram as needed.

1. Which of the following statements are TRUE?
 - I. The HL7 RIM is a critical component of the V3 development process.
 - II. The RIM provides a static view of the information needs of HL7 V3 standards.
 - III. Two major "high-level" concepts that are fundamental in the RIM design are "actions" or "services" (Acts), and "people, places and things" (Entities).
 - IV. The RIM is intended to be a logical or physical model of a healthcare application database.
 - V. The normative portions of the RIM have been balloted and approved as ANSI and ISO standard.
 - A. I, III, and IV
 - B. I, II, IV, and V
 - C. I, II, III, and V
 - D. I, II, and III
 - E. All of the above

2. Which of the following are part of the six RIM core/back-bone classes?
 - I. Act
 - II. ActRelationship
 - III. ControlAct
 - IV. Procedure
 - V. Entity
 - A. III only
 - B. I, II, and IV
 - C. III and V
 - D. I, II, and V
 - E. All of the above

3. Which of the following statements are TRUE in regards to Entity?

- I. An entity is a physical thing, group of physical things, or an organization capable of participating in Acts, while in a Role.
 - II. LivingSubject, Organization, and Place are specializations of Entity
 - III. Source and target are both associations of Entity.
 - IV. Entity.classCode and Entity.determinerCode are Mandatory attributes of Entity.
 - V. An entity is either a physical thing or a record of something that is being done, has been done, can be done, or is intended or requested to be done.
 - A. II, IV, and V
 - B. I, II, and IV
 - C. I and III only
 - D. I, III, and IV
 - E. II and IV
4. Datatypes used in the RIM are fully specified in
- A. The V3 Abstract Data Types Specification
 - B. The HL7 Development Framework
 - C. The International Library of Medicine (ILM)
 - D. The HL7 Vocabulary Domain Specification.
 - E. HL7 RIM state transition tables
5. A RIM derived object instance has statusCode set to active, negationInd set to false, and positionNumber set to 3. What class of object could this instance be?
- A. Act
 - B. ActRelationship
 - C. Role
 - D. Participation
 - E. Entity
6. Act.moodCode
- A. is optionally valued (not Mandatory)
 - B. Specifies the state of the Act
 - C. is a structural attribute of the RIM whose values must be coded no exceptions from the domain ActMood
 - D. Is given the CD datatype
 - E. All of the above
7. Which of the following items are TRUE of Acts?
- I. Can be related to other Acts via the class ActRelationship.

- II. Can be used to represent a record of something intended to be done in the future.
 - III. Can have a focal or operative time expressed via the attribute Act.effectiveTime
 - IV. Can have more than one identifier (id) assigned to an instance.
 - V. Is related to Entities playing a Role via the Participation class.
 - A. I, III and V
 - B. II, IV, and V
 - C. II, III, IV, and V
 - D. I and V
 - E. All of the above
8. The following is NOT a valid ActStatus code value
- A. active
 - B. new
 - C. promise
 - D. normal
 - E. obsolete
9. The attribute of ActRelationship which specifies whether or not it may be propagated to descendent Acts is called
- A. sequenceNumber
 - B. conjunctionCode
 - C. moodCode
 - D. propagationCode
 - E. contextControlCode
10. Which of the following is a valid definition for a Role attribute?
- A. Role.determinerCode is a value representing the specific kind of Role the instance represents.
 - B. Role.id is a unique identifier for the player Entity in this Role.
 - C. Role.name is a unique textual identifier or moniker for the playing Entity intended for use principally when playing the Role.
 - D. All of the above.
 - E. None of the above
11. Which of the following is NOT a valid state transition for Role?
- A. Create (from null to pending)
 - B. Revise (from active to terminated)
 - C. Revise (from suspended to suspended)
 - D. Nullify (from normal to nullified)

- E. Reactivate (from terminated to active)
12. Which of the following statements is TRUE?
- A. A Role is "scoped by" an Entity
 - B. An ActRelationship relates an Act to another Act via the "played" association.
 - C. A Participation associates an Act to a Role via the "target" and "source" associations
 - D. A PatientEncounter generalizes a Patient.
 - E. An Entity is "played by" a Role
13. Source and target
- A. Are associations between Act and ActRelationship
 - B. Are values in the RoleClass structural vocabulary
 - C. Are values in the ParticipationType structural vocabulary
 - D. Are associations between RoleLink and Entity
 - E. Are associations between Entities and Roles
14. An attribute with the name abcCode will most likely be of this data type:
- A. CWE
 - B. GTS
 - C. SET(CE)
 - D. II
 - E. ED
15. Which of the following is TRUE about the SET datatype?
- A. Sets are specifically defined as sets of consecutive values of an ordered base time type.
 - B. Some attributes in core/back-bone classes are expressed as sets of instance identifiers.
 - C. Means coded, no exceptions
 - D. Discrete values in an ordered sequence.
 - E. An unordered collection of values, where each value can be contained more than once

Reference 1.

The next set of messages relate to a fictitious V3 functional area. It has been determined that a new functional domain, Chess, needs to be added to the V3 messaging specifications. The game is played on a checkered board with each player having 16 game pieces. A Chess game occurs during a certain timeframe on a specific day. It is played by two people

who take turns making moves- each turn must take no more than 15 minutes. The winner is the one who makes the "checkmate" move.

For question 16 to 18, please refer to the reference story here.

16. What RIM class would be the best class to represent the Chess Game?
- A. Role_Link
 - B. ManagedParticipation
 - C. Act
 - D. Role
 - E. LivingSubject
17. The game consists of 30 moves culminating in the checkmate move. What RIM class would be the best class to model the relationship between the moves in the game?
- A. Role_Link
 - B. Act
 - C. Act_Relationship
 - D. Participation.sequenceNumber
 - E. Control_Act
18. A chess piece moved during a particular chess game would be best modelled as
- A. the Participation of a Role in an Act
 - B. a Participation of an Act in an Entity
 - C. an ActRelationship with typeCode = SUCC (succeeds)
 - D. an Act
 - E. the scoping Organization of a Role
19. Which of the following classes is a specialization of Act?
- I. ManufacturedMaterial
 - II. Supply
 - III. Diet
 - IV. Organization
 - V. DiagnosticImage
- A. I, II, and III
 - B. III, IV, and V
 - C. II, III, and IV
 - D. II, III, and V
 - E. All of the above

20. Which of the following is NOT a valid Entity class?
- A. ENT (Entity)
 - B. OBS (Observation)
 - C. PLNT (Plant)
 - D. CONT (Container)
 - E. STATE (State)
21. Which of the following is TRUE about the RIM?
- A. Act is the only class in the RIM with a state transition diagram
 - B. The RIM "FoundationClasses" subject area contains only two subject areas: "Acts" and "Entities".
 - C. The Participation class is colored yellow on the models.
 - D. All RIM classes are normative.
 - E. All the classes under the subject area CommunicationInfrastructure are colored blue.
22. There are multiple steps in many medical procedures. What RIM attribute would best be used to ensure that the process steps are ordered correctly?
- A. ActRelationship.checkpointCode
 - B. Participation.sequenceNumber
 - C. WorkingList.priorityNumber
 - D. ActRelationship.sequenceNumber
 - E. RoleLink.priorityNumber
23. Which of the following are normative vocabulary domains for the RIM?
- I. ActRelationshipType
 - II. EntityClass
 - III. ContextControl
 - IV. MoodCode
 - V. ActCode
- A. I, II, III
 - B. I, II, IV, and V
 - C. II, III, IV
 - D. I, II, IV, V
 - E. All of the above
24. What attributes help specify the kind of Role an object instance represents?
- A. classCode and Id

- B. classCode and typeCode
 - C. typeCode and determinerCode
 - D. code and id
 - E. classCode and code
25. An act that involves introducing or otherwise applying a material into or to the subject
- A. Observation
 - B. ManufacturedMaterial
 - C. ControlAct
 - D. Supply
 - E. SubstanceAdministration

Answer Key

(C,D,B,A,C,C,E,C,E,B,B,A,A,C,B,C,C,A,D,B,E,D,A,E,E)