**MCQ for MCA-I (Semester- I)**

**Subject :- Object Oriented Software Engineering**

**(Subject Code:- IT-13) (MCA Management 2020 Pattern)**

**Chapter: 5] Current Trends in Software Engineering**

Q.1] Which web app attribute is defined by the statement:”A large number of users may access the WebApp at one time”?

a) Unpredictable load

b) Performance

c) Concurrency

d) Network intensiveness

Q.2] Which web app attribute is defined by the statement:”The quality and aesthetic nature of content remains an important determinant of the quality of a WebApp”?

a) Availability

b) Data driven

c) Content sensitive

d) Continuous evolution

Q.3] Which process model should be used in virtually all situations of web engineering?

a) Incremental Model  
b) Waterfall Model  
c) Spiral Model  
d) None of the mentioned

Q.4] Which analysis is a part of Analysis model of the web engineering process framework?

a) Content Analysis  
b) Interaction Analysis  
c) Functional Analysis  
d) All of the mentioned

Q.5] Web development and software development are one and the same thing.

a) True  
b) False

Q.6] What category of web-based system would you assign to electronic shopping?

a) Informational  
b) Interactive  
c) Transaction-oriented  
d) Workflow-oriented

 Q.7] W3C stands for ?

a) World Wide Web Consortium  
b) World Wide Web Collaboration  
c) World Wide Web Community  
d) None of the mentioned

Q.8] Agile Software Development is based on

a) Incremental Development  
b) Iterative Development  
c) Linear Development  
d) Both Incremental and Iterative Development

Q.9] Which on of the following is not an agile method?

a) Kanban

b) Scrum

c) XP

d) Waterfall

Q.10] How is plan driven development different from agile development ?

a) Outputs are decided through a process of negotiation during the software development process  
b) Specification, design, implementation and testing are interleaved  
c) Iteration occurs within activities  
d) All of the mentioned

Q.11] Incremental development in Extreme Programming (XP) is supported through a system release once every month.

a) True  
b) False

Q.12] User requirements are expressed as \_\_\_\_\_\_\_\_\_\_ in Extreme Programming.  
a) implementation tasks  
b) functionalities  
c) scenarios  
d) none of the mentioned

Q.13] Is a customer involved test development and validation in XP ?  
a) Yes  
b) No  
c) It may vary from Customer to Customer  
d) None of the mentioned

Q.14] Which four framework activities are found in the Extreme programming (XP) ?

a) analysis, design, coding, testing  
b) planning, analysis, design, coding  
c) planning, design, coding, testing  
d) planning, analysis, coding, testing

Q.15] Which of the following option to measure the size of user stories for an Agile project ?

a) Story Points

b) function points

c) Velocity Point

d) Work breakdown point

Q.16] According to Agile Manifesto

a) Individuals and interactions over people and technique

b) Individuals and interactions over project and tools

c) Individuals and interactions over process and tools

d) Individuals and interactions over product and tools

[Q.17] Which of the following Agile methodology advocates the use of problem domain?](https://www.onlineinterviewquestions.com/agile-methodology-mcq/" \l "collapseUnfiled3)

a) Kanban

b) Scrum

c) XP

d) Feature Driven Development (FDD)

Q.18] It is characteristics of Agile Leader

a) Task Focused

b) Supportive

c) Disinterested

d) Process Oriented

Q.19] What does Burn down chart show?

a) The declining energy level of the team

b) The number of hours worked after dark

c) The rate of reduction of budget for a project

d) The progress of the work and features completed

Q.20] What dose a Agile approach value ?

a) Plans Over People

b) People Over Process

c) Process Over People

d) Plans Over Process

Q.21] Which of the following is responsible for sprint meeting?

a) Scrum Team

b) Scrum Master

c) Product Owner

d) None of the above

Q.22] What are responsibility of Scrum Master ?

a) Tracking and monitoring project development

b) Work to obtain the project properly

c) Improving the performance of the team

d) All of the above

Q.23] Select the option that suits the Manifesto for Agile Software Development

a) Individuals and interactions  
b) Working software  
c) Customer collaboration  
d) All of the mentioned

Q.24] How is plan driven development different from agile development ?

a) Outputs are decided through a process of negotiation during the software development process

b) Specification, design, implementation and testing are interleaved

c) Iteration occurs within activities

d) All of the mentioned

Q.25] Which of the following does not apply to agility to a software process?

a) Uses incremental product delivery strategy

b) Only essential work products are produced

c) Eliminate the use of project planning and testing

d) All of the mentioned

Q.26] Which is not one of the key questions that is answered by each team member at each daily Scrum meeting?

a) What did you do since the last meeting?  
b) What is the cause of the problems you are encountering?  
c) What do you plan to accomplish at the next team meeting?  
d) What obstacles are you encountering?

Q.27 ] Burn down chart represents \_\_\_\_\_?  
a) The velocity of the team  
b) Project Progress  
c) Amount of remaining work with respect to time  
d) The capacity of the team members

Q.28] What should a development team do during a sprint planning meeting when they have realized that they have selected more than the items they can complete in a sprint?  
a) Work overtime  
b) Get more developers onboard  
c) Get help from the other scrum team members  
d) Inform the product owner & take a call to remove some of the sprint backlog items

Q.29] \_\_\_\_\_ is delivered at the end of the Sprint.  
a) An increment of done software  
b) Wireframes designs for user interface  
c) An architectural design of the solution  
d) A document containing test cases for the current sprint

Q.30] When acceptance testing is performed in Agile development?  
  
a) On request of customer  
b) After system is ready  
c) At the end of each iteration  
d) Daily

Q.31 ]Who prioritizes product backlog?  
  
a) Product owner  
b) Scrum team  
c) Scrum master  
d) All the above

Q.32] Arrange following scrum practices according to the order in which they are carried out.  
  
1. Sprint planning  
2. Daily scrum meet  
3. Sprint retrospective meet  
4. Sprint review meet  
5. Sprint  
  
a) 1,5,2,3,4  
b) 1,5,2,4,3  
c) 1,2,5,4,3  
d) 1,3,2,4,5

Q.33] How Many phases involve in Extreme Programming (XP) Agile Method

a) Three

b) Four

c) Five

**d) Six**

Q.34] How Many phases involve in Adaptive Software Development (ASD) Agile Method

**a) Three**

b) Four

c) Five

d) Six

Q.36] The MoSoCoW Rules is applied in

a) Extreme Programming (XP)

b) Adaptive Software Development (ASD)

**c) Dynamic Software Development Method(DSDM)**

d) Crystal Method

e) Feature Driven Development (FDD)

Q.37] What do we mean by a cross-functional Development Team?

a. Each of the Development Team members should be cross-functional

b. The developer should able to create test cases and execute them

c. The Development Team should collaborate with the other Development Teams

d. The Development Team consist of Developers and Testers

**e. The Development Team should have all the skills necessary to deliver the Done Increment**

Q.38] Who is responsible to measure the Project’s performance?

a. The Scrum Master

b. The Delivery Manager

**c. The Product Owner**

d. The Development Team

e. The Scrum Team

Q.39] When is a Sprint Retrospective ceremony performed?

a. Whenever the team suggests

**b. At the end of each Sprint**

c. Whenever needed

d. Whenever the Product Owner suggests

e. Whenever the Scrum Master suggests

Q.40 ] Which of the following is delivered at the end of the Sprint?

a. A document containing test cases for the current sprint

b. An architectural design of the solution

**c. An increment of Done software**

d. Wireframes designs for User Interface

Q.41] Product Backlog should be ordered on the basis of?

**a. Value of the items being delivered**

b. The complexity of the items being delivered

c. Size of the items being delivered

d. The risk associated with the items

e. Based on the Scrum Team choice

Q.42] Speculate, Collaborate & Learn are the phases of ?

a) Extreme Programming (XP)

**b) Adaptive Software Development (ASD)**

c) Dynamic Software Development Method(DSDM)

d) Crystal Method

e) Feature Driven Development (FDD)

Q.43] Categorized by color, according to the number of people in the project

a) Extreme Programming (XP)

b) Adaptive Software Development (ASD)

c) Dynamic Software Development Method(DSDM)

**d) Crystal Method**

e) Feature Driven Development (FDD)

Q.44] It is a prioritized list of deliverables (such as new features) that should be implemented as part of a project  development

a) Scrum Backlog

**b) Product Backlog**

c) Sprint Backlog

d) None of Above

Q.45]  It is a short, time-boxed period when a  team works to complete a set amount of work

a) Product

b) Crystal

**c) Sprint**

d) Scrum

Q.46] It is framework encourages the team to learn through practice, self-organize while working on the problem and continuously shipping values to customers

a) Product

b) Crystal

c) Sprint

**d) Scrum**

Q.47] What is NOT a characteristic of a good user story?

a) Value

b) Negotiable

c) Estimateable

**d) Dependent**

Q.48]  If a team can complete 10 story points In an iteration then how long will it take for the team to complete 100 story points?

a) 100 Iteration

b) 110 Iteration

**c) 10 Iteration**

d) 90 Iteration

Q.49] What does “Timeboxed” means in Agile terms?

a) Fast  
b) Flexible  
c) Frequent  
**d) Fixed**

Q.50] You are a coach facilitating retrospective meeting. What is the main purpose of this meeting that facilitator need to ensure during the meeting?

a) Peer pressure, Fine-grain coordination, Focusing on the few, Daily commitment and Raising impediments.

b) Know the work, Get a fresh start, Commit to shared goals and Create focus and abundance.

c) True-up, Show and tell, Get direct feedback, Offer insights and Ask for help.

**d) Inspect and adapt. Look back at how, not what Do (even) better next time.**

Q.51] How do you implement action items captured in retrospective meeting?

a) As overhead items in the upcoming release.

b) As overhead items In the current release.

**c) Update the Product backlog and prioritize in the next Iteration planning meeting to implement in coming iteration.**

d) Utilize the project slack.

Q.52] What two things should be completed before moving on to the next iteration planning begins?

a) the commitment ceremony and an iteration demo  
b) emergency request and an iteration demo  
c) a retrospective and the commitment ceremony  
**d) an iteration demo and a retrospective**

Q.53] This high-level initial estimate of the requirements is maintained by the Project Owner throughout the entire project. It is dynamic because management can constantly change it to reflect the needs of an evolving product, and its environment.

a) Timebox

**b) Product Backlog**

c) Iteration

d) Sprint Backlog

Q.54] The intersection of a trend line for work remaining (or backlog) and the horizontal axis indicating the most probable completion of work at the point in time would be found in which graphical chart?

a) Burn-up chart

b) Velocity graph

**c) Burndown chart**

d) Execution chart

Q.55] During this Team meeting everyone provides a status update to the other team members. It a 10-15 minute semi-real-time’ status meeting that allows participants to become aware of potential challenges as well as coordinate efforts to resolve difficult and/or time-consuming issues.

a) Brevity Meetings

b) Collaboration Meeting

c) Brown Bag Meetings

**d) Daily Stand-ups**

Q.56] When a Team takes the opportunity to gather for a meeting and reflect on situations they encountered during a project, in an effort to better align their processes with their changing situations, what Agile tool are they said to be using?

a) Contingency review

b) Brainstorming

c) Lessons learned Scrum

**d) Retrospective**

Q.57] A team that focuses on delivering increments of functionality and removal of defects white making orderly process toward completing a release with potentially shippable functionality can best be described as?

**a) incremental delivery**

b) value driven development

c) business case development

d) iteration planning

Q.58] The product owner is leading the Team to decide which features they should include in the Sprint Backlog first. They decide to select the most important features by identifying which features will bring the most benefits if implemented, as well as the penalty incurred if not implemented, on a relative scale of 1 to 9. This can best be described as:

**a) Relative prioritization**

b) Value base computation estimate

c) Must-have prioritization

d) Darwinism estimation

Q.59] Which of the following best describes the approach for determining the iteration (timebox) length?

a) Iterations (timeboxes) should always be 30 days

b) The team determines iteration (timebox) length by dividing the total number of story points by the average velocity of the team

c) Iterations (timeboxes) should always be two weeks

**d) The team should agree on the length of the iteration (timebox) taking the size and complexity of the project into consideration**

Q.60] Which of the following best represents the Agile approach to planning?

a) Planning is a waste of time and should not be done

b) Planning should be done in detail at the outset and then not revisited

**c) Planning is an iterative job and involves the whole team**

d) Planning should all be done by the Project Manager

Q.61]  If a timebox (iteration) plan needs to be reprioritized in a hurry, who should

re-prioritize?

a) The developers alone (they know what the customer wants by now)

b) The customer alone (the developers would only choose the easy things as top priority)

c) The Project Leader (they can give an independent, pragmatic view)

**d) The whole team including customer and developers (together they can consider both business value and practicality)**

Q.62] Which one of the following statements is correct regarding acceptance of any deliverables on an Agile Project?

a) The team should allow only senior managers to sign off deliverables

**b) The team should get acceptance of project deliverables from the appropriate stakeholders at least at the end of every timebox / iteration**

c)The team should get acceptance of project deliverables from the users during a UAT phase at the end of the project

d) Acceptance of any particular deliverable on the project is gained from all stakeholders at the same time.

Q.63] Who should attend the stand-up meetings?

a) Sponsor and Executive Management only

b) Project Manager and Technical Leads only

c) Project Leader and Customer Representatives only

**d) The entire team**

 Q.64] During an Iteration (Sprint) the developers should be:

**a) Able to contact the customer to clarify aspects of the work**

b) Completely uninterrupted by the customer

c) In twice-daily contact with the customer

d) Able to work without needing to disturb the customer

Q.65] In the popular prioritization technique called “MoSCoW”, the “M” stands

for ?

a) May have

b) Major

**c) Must Have**

d) Mandatory

Q.66] The working culture of an Agile team is …

a) Collective

**b) Collaborative**

c) Connective

d) Contemplative

Q.67] The leadership style of an Agile Leader is …

a) Fascinating

b) Fabulous

**c) Facilitative**

d) Fantastic

Q.68] A burn-down chart shows …

a) The declining energy level of the team

**b) The progress of the work and features completed**

c) The number of hours worked after dark

d) The rate of reduction of budget for a project

Q.69] The reason for holding regular retrospectives is:

a) It allows the team to take a welcome break from work

b) It gives management information to use in team members’ performance reviews

**c) It allows learning which can be used to improve team performance during the project**

d )It prevents deviation from the process which the team has been following

Q.70] An Agile project …

a) Should have no control over its progress

**b) Should be able to demonstrate control of its progress**

c) Is always out of control

d) Is controlled by the velocity of the most junior team member

Q.71] An Agile project should have:

a) Occasional early deliveries, if the business is prepared to accept lower quality

b) A regular pattern of delivery of developer-focused products

**c) A regular pattern of delivery of business-valued increments**

d) An irregular and unpredictable delivery of products