Software Engineering 1 Quiz 4 & 5 – Wed Dec 4, 2013 13 Questions – 15 points per Question

1.	Match	the	model	type	with	the	correct	descripti	ion
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Show the other systems in the environment _A_ A. Context Models Reveal how the system is being developed and used in broader business environment Modeling user interaction, system to system interaction and component interaction Illustrate the operational context of a system _A_ D. Interaction Models Show the system and its relationship other systems _C_
2. Match the System perspective with the correct description
model the organization of a system or the structure of the data that is processed by the system Model the environment of the system model the dynamic behavior of the system and how it responds to events model the interactions between a system and its environment, or between the components of a system
3. What types of models model the behaviour of the system in response to external and internal events?
Choose one answer. a. State machine models b. Event models c. Process Models d. Behavior models
 4. What are the two types of stimuli for behavioral models? Choose one answer. a. Requests and Events b. Interrupts and Data c. Data and Events d. Data and Requests
5. generalization _ is an everyday technique that we use to manage complexity.

6. An _aggregation_ model shows how classes that are collections are composed of other classes.

- 7. Important architectural design decisions include: (select all that apply) Choose at least one answer.
 - a. What architectural styles are appropriate?
 - b. Will development be plan-driven or agile?
 - c. How will the system be decomposed into modules?
 - d. How will the architectural design be evaluated?
 - e. How should the architecture be documented?
 - f. How will the system be financed?
 - g. How will the system be distributed?
- 8. Uses of Architectural models include: (select all that apply) Choose at least one answer.
 - a. Documenting existing systems
 - b. Documenting an architecture that has been designed
 - c. Facilitating discussion about system design
 - d. Refinining the system requirements provided by customers
- 9. __Architecture in the large__ is concerned with the architecture of complex enterprise systems that include other systems, programs, and program components
- 10. Disadvantages of the client-server model include: (select all that apply) Choose at least one answer.
 - a. May be management problems if servers are owned by different organizations.
 - b. Each service is a single point of failure
 - c. Client-server architectures are generally more difficult to design and maintain than other architectures
 - d. Performance may be unpredictable because it depends on the network as well as the system
- 11. **Architecture in the small** is concerned with the architecture of individual programs
- 12. An _architecture pattern_ is a description of good design practice, which has been tried and tested in different environments.
- 13. When large amounts of data need to be shared, what is the preferred sharing model? Choose one answer.
 - a. Shared data is held in a central database or repository and may be accessed by all sub-systems
 - b. Each sub-system maintains its own database and passes data explicitly to other sub-systems.