

## High-Level Design (HLD) MCQs:

1. **Question:** What is the primary objective of High-Level Design (HLD)?
  - a) Writing detailed code
  - b) Defining the overall system architecture**
  - c) Unit testing
  - d) Identifying and fixing bugs
2. **Question:** In HLD, what does the term "architectural patterns" refer to?
  - a) Detailed coding practices
  - b) Common design structures for solving recurring problems**
  - c) Unit testing strategies
  - d) Debugging techniques
3. **Question:** Which of the following is typically considered in HLD?
  - a) Low-level module interactions
  - b) Code optimization techniques
  - c) User interface design**
  - d) Detailed algorithm implementation
4. **Question:** What is the purpose of a "data flow diagram" in the context of HLD?
  - a) Illustrating detailed algorithms
  - b) Showing the overall structure of the system
  - c) Representing data exchange between modules**
  - d) Identifying and fixing bugs
5. **Question:** Which document is a key outcome of the High-Level Design phase?
  - a) Source code
  - b) Test cases
  - c) Detailed Design Document**
  - d) User Manual

6. **Question:** In HLD, what does "abstraction" refer to?
- a) Detailed coding practices
  - b) Hiding unnecessary details and showing only essential features**
  - c) Unit testing strategies
  - d) Debugging techniques
7. **Question:** What is the role of "module interface design" in HLD?
- a) Writing detailed code for modules
  - b) Defining how modules will interact with each other**
  - c) Unit testing strategies
  - d) Identifying and fixing bugs
8. **Question:** What does the term "scalability" mean in the context of HLD?
- a) Writing code that can be easily scaled down
  - b) Designing a system that can handle increased load or growth**
  - c) Unit testing strategies
  - d) Debugging techniques
9. **Question:** Which of the following is an example of a design constraint in HLD?
- a) System performance requirements**
  - b) Detailed coding practices
  - c) Unit testing strategies
  - d) Debugging techniques
10. **Question:** What is the focus of "system architecture diagrams" in HLD?
- a) Representing detailed algorithm steps
  - b) Showing the overall structure of the system**
  - c) Code optimization techniques
  - d) Identifying and fixing bugs

## Low-Level Design (LLD) MCQs:

11. **Question:** What is the primary goal of Low-Level Design (LLD)?
- a) Defining the overall system architecture
  - b) Implementing detailed algorithms**
  - c) Unit testing
  - d) Identifying and fixing bugs
12. **Question:** In LLD, what does "pseudocode" refer to?
- a) Actual code written in a programming language
  - b) High-level system architecture
  - c) Detailed algorithm steps written in plain language**
  - d) User interface design
13. **Question:** What does the LLD phase focus on?
- a) System testing
  - b) Detailed coding practices**
  - c) Identifying high-level modules
  - d) Overall system architecture
14. **Question:** Which of the following is a key deliverable of Low-Level Design?
- a) System Requirements Specification
  - b) Detailed Design Document**
  - c) User Manual
  - d) Project Plan
15. **Question:** In LLD, what is the purpose of "control flow diagrams"?
- a) Illustrating overall system architecture
  - b) Representing detailed algorithm steps**
  - c) Showing data exchange between modules
  - d) Code optimization techniques

16. **Question:** What is the role of "module specifications" in LLD?
- a) High-level system architecture
  - b) Defining detailed implementation for each module**
  - c) Unit testing strategies
  - d) Debugging techniques
17. **Question:** What is the significance of "coupling and cohesion" in LLD?
- a) Identifying and fixing bugs
  - b) Assessing the effectiveness of unit testing
  - c) Evaluating the relationships between modules**
  - d) Debugging techniques
18. **Question:** What is the purpose of "interface design" in LLD?
- a) High-level system architecture
  - b) Defining how modules will interact with each other**
  - c) Unit testing strategies
  - d) Identifying and fixing bugs
19. **Question:** In LLD, what does the term "data dictionary" refer to?
- a) High-level system architecture
  - b) Detailed coding practices
  - c) Centralized repository of data definitions used in the system**
  - d) Debugging techniques
20. **Question:** What does "coding standards" refer to in the context of LLD?
- a) Detailed coding practices recommended for the entire project**
  - b) Low-level module interactions
  - c) Unit testing strategies
  - d) Overall system architecture