

CE/CS/SE 3354.004, Software Engineering, Fall 2017

Quiz #1

Name (please print): _____
UTD ID: _____

PART I True or False

Only "T" and "F" are acceptable answers, please put your answer in the table.

1	2	3	4	5
T	F	T	F	T

1. Software engineering is about developing quality software in a productive way.
2. Software systems built with the waterfall process model usually have more bugs than systems built with other process models.
3. Natural language specification is the most informal form of requirement specification.
4. Closed-ended questions encourage the person being interviewed to speak out.
5. One form of requirements elicitation is direct, unobtrusive observation of works while they perform their duties (aka ethnography).

PART I Single Answer Choice

Only one answer can be the correct answer, please put your answer in the table.

1	2	3	4	5
A	D	B	B	B

1. Which of following statements is NOT CORRECT about the comparison between the waterfall and iterative software process models?
 - A. The waterfall model does not involve validation in its basic steps.
 - B. The waterfall model cannot handle frequently changing requirements.
 - C. The iterative model and waterfall model have similar basic steps.
 - D. The iterative model spends less effort on each iteration.
2. Which statement below about extreme programming is NOT correct?
 - A. Developers have customers involved to evaluate the software frequently
 - B. Software developers do refactoring frequently
 - C. Tests are usually designed before the actual software development
 - D. Software is carefully designed to accommodate possible future changes
3. Which software process model often uses specification verification?
 - A. Iterative model
 - B. Waterfall model
 - C. Prototype model
 - D. Extreme programming
4. In the use-case diagram for a cleaning robot system, what is the relationship between these two use cases -- "clean house" and "clean carpet"?
 - A. Extends dependency
 - B. Includes dependency
 - C. Association
 - D. Generalization
5. Which of the following is NOT part of the layered view of software engineering?
 - A. process
 - B. design
 - C. tools
 - D. methods