	Technical Faculty of IT and Design / Department of Computer Science / Autumn 2021
Study Board of Comp	outer Science / Courses / Systems Development (SU) (DAT3, SW3 AAL) / Lecture 7: OOA&D in Practice
Quiz 7 (6 questions)	
Started on	Wednesday, 22 December 2021, 12:40 PM
	Finished
	Wednesday, 22 December 2021, 12:47 PM
Time taken	7 mins 11 secs
Grade	2.83 out of 6.00 (47 %)
Question 1	
Partially correct	
Mark 0.33 out of 1.00	
	ments are outputs of the phases of the waterfall model:
Select one or more a. Test report b. Requirement	t ents specification♥
Select one or more a. Test report b. Requirement c. Implement	tents specification ❤ sation specification ★
Select one or more a. Test report b. Requirement c. Implement d. Evaluation	t ents specification ✓ tation specification × report
Select one or more a. Test report b. Requirement c. Implement d. Evaluation e. Design spe	ents specification tation specification report ecification
Select one or more a. Test report b. Requirement c. Implement d. Evaluation	ents specification tation specification report ecification
Select one or more a. Test report b. Requirement c. Implement d. Evaluation e. Design spr f. Usability re	ents specification tation specification report ecification
Select one or more a. Test report b. Requirement c. Implement d. Evaluation e. Design spr f. Usability re	ents specification tation specification report ecification eport
Select one or more a. Test report b. Requirement c. Implement d. Evaluation e. Design spr f. Usability re	ents specification tation specification report ecification eport

Which characteristics fit the evolution approach?

Select one or more:

 $\hfill \square$ a. Close communication and interactions with users

 $\hfill \Box$ b. Heavy emphasis on documentation

 $\ \square$ c. Relies on overall plans

✓ d. Iterations
✓

 $\ \square$ e. Big up-front analysis

The correct answers are: Close communication and interactions with users, Iterations

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Quiz 7 (6	questions):	Attempt	review
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Question 3		
Partially correct		
Mark 0.50 out of 1.00		
Which method would you choose in the different cases	s presented below	?
The project has stable requirements	Combination	×
The project has high complexity and high uncertainty	Evolution	×
The project has high complexity and low uncertainty	Construction	✓
The project has unstable requirements	Evolution	✓
		ion, The project has high complexity and high uncertainty → nstruction, The project has unstable requirements → Evolution
Question 4		
Partially correct Mark 0.50 out of 1.00		
We can reduce complexity in systems development by Select one or more: □ a. Add more developers □ b. Change the plan □ c. Using templates and patterns ☑ d. Dividing the problem into sub problems ✓ □ e. Experimenting with prototypes The correct answers are: Dividing the problem into sul		templates and patterns
Question 5 Incorrect Mark 0.00 out of 1.00		
Reducing uncertainty in systems development general	lly	
Select one or more:		
a. Decreases complexity		
b. Adds functions to the system *		
□ c. Increases complexity		
☐ d. Has no effect on complexity		
The correct answer is: Increases complexity		

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estion 6	
rrect	
ark 1.00 ou	nt of 1.00
A prototy	уре
Select o	ne or more:
✓ a.	Can be used to test design ideas♥
□ b.	Is a small part of the program
_ c.	Must be expressed in program code
□ d.	Is always thrown away
✓ e.	Can be used to explore the design of the user interface ✓
The corr	ect answers are: Can be used to explore the design of the user interface, Can be used to test design ideas
THE COIL	ect answers are. Can be used to explore the design of the user interface, Can be used to test design deas
Con	tents
Jump t	0
	Slides from lecture 7 ▶

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