NO	Unit	Questions	Option1	Option2	Option3	Option4	CorrectO ption
		Many documentation tools are available to					
		explain how a system works. Which tool					
		provides a graphical description of the					
		sources and destinations of data as well as					
		data flow within the organization and the					
	 	processes that transform and store that	Date flanding	December 19 december 1	Donner florida	Color Color	
1	Unit-4	data?	Data flow diagram	Document flowchart	Program flowchart	System flowchart	1
		A Data Flow Diagram DF is composed of				Data sources and destinations, Data flows and Transformation processes and	
2	Unit-4	which elements?	Data sources and destinations	Data flows	Transformation processes and datasource	datasource	4
3	Unit-4	Full form of DFD	Data Flow Design	Data Flow Diagram	Data Flow Development	Data Flow Data	2
4	Unit-4	What does the Circle represents in DFD?	Data flow Design	Datasotre	Process Process	Source	3
	01111-4	The data flow diagram symbol which	Data now	Datasotre	TTOCESS	Source	<del>                                     </del>
5	Unit-4	represents data flows is the	square	arrow	circle	parallel lines.	2
<u>5</u> 6	Unit-4	Which is the firs type of DFD?	context level	first level	second level	Fifth Level	1
- 0	01111-4	Which type of DFD highlights the system as a		ili st level	Second level	Thui Level	<del>                                     </del>
7	Unit-4	whole?	first level	context level	second level	Ninth level	2
	01111-4	"In DFD, which symbol is used to show an	ili se level	Context level	Second level	Militariever	+
8	Unit-4	external entity?"	arrow	circle	pentagon	rectangle	4
9	Unit-4	Main pupose of DFD is	To show all entities	To highlights the system as a whole	To show boundaries of the process	To draw data flow	2
	1	Main papese of 212 isin	To show an energy	To mgmgnes are system as a whole	expanding a process into one with more sub-	summarizing a DFD to specify only the	<del>-</del> -
10	Unit-4	By levelling a DFD we mean	splitting it into different levels	make its structure uniform	processes giving more detail	essentials	3
		Data cannot flow from an external entity to	spinong remark and a second second		an external entity has no mechanism to read		<del>                                     </del>
11	Unit-4	an external entity because	it will get corrupted	it is not allowed in DFD	or write	both are outside the context of the system	4
12	Unit-4	A physical DFD specifies	what processes will be used	who generates data and who processes it	what each person in an organization does	which data will be generated	2
13	Unit-4	An external entity can be	source or sink	only source	only sink	None of these	1
		·		It is specification that customer wants in the	·		
14	Unit-1	What is software requirement?	It is nothing but custmoer need	proposed software	It is minimum fuctinality of the software	It is used for testing	2
		Which is not requirment collection			·		
15	Unit-3	technique?	Record review	Interview	Questionnaire	Telephone call	4
16	Unit-3	What is questionnaire?	It is list of requirements	It is list of wants	It is list of questions/queries	List of problems	3
				To get idea of the current system of the			
17	Unit-5	What is use of current application analysis?	To review records	client	To analyze result	To study requirements	2
18	Unit-3	What is full form of SRS?	Software Readiness System	Software Requirement Specification	Software Repaire and Simplification	Software Remedy and Specification	2
		Which of the following property does not					
		correspond to a good Software					
19	Unit-3	Requirements Specification SRS) ?	Verifiable	Ambiguous	Complete	Traceable	2
		Which of the following property of SRS is					
		depicted by the statement : "Conformity					
20	Unit-3	to a standard is maintained�	Correct	Complete	Consistent	Modifiable	2
		The SRS document is also known as					
21	Unit-3	•	black-box	grey-box	white-box	Red Box	1
		Consider the following Statement: "The					
		product should have a good human					
	1	interface.â€What characteristic of SRS is					
22	Unit-3	being depicted here ?	Consistent	Non-Verifiable	Correct	Ambiguous	2

		Which of the following is not defined in a					
		good Software Requirement Specification					
23	Unit-3	SRS) document?	Functional Requirement	Nonfunctional Requirement	Goals of implementation	Algorithm for software implementation	4
		"Which of the following is the understanding					
		of software product limitations, learning					
		system related problems or changes to be					
		done in existing systems beforehand,					
		identifying and addressing the impact of					
24	Unit-2	project on organization and personnel etc?"	Software Design	Feasibility Study	Requirement Gathering	System Analysis	4
		NA/leigh and institute of autobare and					
25	l lni+ E	Which project is undertaken as a consequence of a specific customer request?	Concept development projects	Application enhancement projects	New application development projects	Application maintenance projects	3
25	UIIIL-3	consequence of a specific customer request:	Concept development projects	Application enhancement projects	New application development projects	Feasibility study, Requirement Gathering and	
		Requirement engineering process includes			Software Requirement specification &	Software Requirement specification &	
26	Unit-2	which of these steps?	Feasibility study	Requirement Gathering	Validation	Validation	4
		·	, ,	·			
		In which elicitation process the developers					
		discuss with the client and end users and					
27	Unit-3	know their expectations from the software?	Requirement gathering	Organizing requirements	Negotiation & discussion	Documentation	1
		If requirements are easily understandable					
20		and defined then which model is best suited?	Cairel as a del	Waterfall madel	Destate unions used al	A cilo Nac del	,
28	Unit-2	Which document is created by system	Spiral model	Waterfall model	Prototyping model	Agile Model	2
		analyst after the requirements are collected					
29	Unit-3	from Various stakeholders?	Software requirement specification	Software requirement validation	Feasibility study	Requirement Gathering	1 1
		Which is focused towards the goal of the			- Casternot, Conta,	g	
30	Unit-3	organization?	Feasibility study	Requirement gathering	Software requirement specification	Software requirement validation	1
		"Which documentation works as a key tool					
		for software designer, developer and their					
		test team is to carry out their respective					
31	Unit-3	tasks?"	Requirement documentation	User documentation	Software design documentation	Technical documentation	1
		What is the meaning of requirement				Gathering of requirement, Understanding of requirement and Getting the requirements	
32	Unit-3		Gathering of requirement	Understanding of requirement	Getting the requirements from client	from client	4
32	Onic 3	What are the types of software development	- '	onderstanding or requirement	Cetting the requirements from shell	West Cherry	·
33	Unit-2	requirements ?	Availability	Reliability	Usability	Availability, Reliability and Usability	4
34	Unit-2	Select the developer specific requirement ?	Portability	Maintainability	Availability	Portability and Maintainability	4
			Functional Application Specification		Facilitated Application Specification		_
35	Unit-3	FAST stands for	Technique	Fast Application Specification Technique	Technique Technique	It has no full form	3
26	Linit 2	The user system requirements are the parts of which document?	SDD	SRS	DDD	DFD	2
36	Unit-3	Which is one of the most important	טטפ	SN3	טטט	טרט	
37	Unit-1	stakeholder from the following?	Entry level personnel	Middle level stakeholder	Managers	Users of the software	4
<u> </u>		Which one of the following is a functional				Co. So. Mic So. Ware	·
38	Unit-5	requirement ?	Maintainability	Portability	Robustness	None	4
		The primary tool used in structured design is					
39	Unit-4	a:	structure chart	DFD	structure chart	module	1

		Which of the property of software		T			Τ
		modularity is incorrect with respect to			Modules Can be separately compiled and		
40	Unit-5		Modules are robust	Module can use other modules	stored in a library	Modules are mostly dependent	4
		is a measure of the			,	,	
		degree of interdependence between					
41	Unit-5	modules.	Cohesion	Coupling	Cohesion and Coupling	Stamp Coupling	2
		Which of the following is the best type of					
42	Unit-5	module coupling?	Control Coupling	Stamp Coupling	Data Coupling	Content Coupling	3
		Which of the following is the worst type of					
43	Unit-5	module coupling?	Control Coupling	External Coupling	Data Coupling	Content Coupling	2
		Which of the following is the worst type of					
44	Unit-5	module cohesion?	Logical Cohesion	Temporal Cohesion	Functional Cohesion	Coincidental Cohesion	4
		Which of the following is the best type of					
45	Unit-5	module cohesion?	Logical Cohesion	Temporal Cohesion	Functional Cohesion	Coincidental Cohesion	3
		"In what type of coupling, the complete data					
		structure is passed from one module to					
46	Unit-5	another?"	Control Coupling	Stamp Coupling	Data Coupling	Content Coupling	2
		"If all tasks must be executed in the same					
4.7		time-span, what type of cohesion is being	Lariant Cabasian	Tanananal Cabasian	Franctional Cohorina	Cainaidental Cabasian	
47	Unit-5	exhibited?"	Logical Cohesion	Temporal Cohesion	Functional Cohesion	Coincidental Cohesion	2
		"When elements of module are grouped because the output of one element serves as					
		input to another element and so on, it is					
48	Unit-5	<u> </u>	Logical Cohesion	Temporal Cohesion	Functional Cohesion	Sequential Cohesion	4
40	Unit-3	Which type of document is prepared for	Logical Collesion	Temporal conesion	Tunctional Corresion	Sequential conesion	+ -
49	Unit-4	maintaining system design?	System Design	Design Document	Documentation	Documentation DFD	2
+3	011110 4	Step by step occurance and execution of	System Besign	Design Document	- Documentation	Bocamentation DI B	<del>                                     </del>
50	Unit-3	modules called as….	Queue	Lining	Sequencing	Fanout	3
				Measurement of degree of which module		degree to which the elements inside a	
51	Unit-5	What is Cohesion?	Modules in different software	belongst to the same module	Mergining of different modules	module belong together	4
			Degree of Independance between	Measurement of degree of which module	Degree of interdependence between	5 5	
52	Unit-5	What is Coupling?	software modules	belongst to the same module	software modules	Degree of Softwares	3
			Software is developed or				
			engineered; it is not manufactured		Software can be custom built or custom		
53	Unit-1	What is the characteristics of software?	in the classical sense.	Software does not wear out.	build	All of these	4
		"Compilers, Editors software come under					
54	Unit-1	which type of software?"	System software	Application software	Scientific software	Modular Software	1
				A legacy system refers to outdated			
			A legacy system refers to newer		A legacy system always devolved by advance		
55	Unit-1	What is legacy system?	version of software.	available upgraded versions.	technology.	Legacy of history	2
		Which of the following cannot be applied					
		with software according to software					
56	Unit-1	engineering layers?	Process	Methods	Manufacturing	Production	3
		A generic process framework for software	"Communication, risk	IIComo ma unicationa Disposito a Mandalla			
	11	engineering encompasses five activities.	management, measurement,	"Communication, Planning, Modeling,	"Analysis, designing, programming,	Maalina	
57	Unit-2		production, deployment."	construction, deployment."	debugging, maintenance"	Moeling	2
		Software process and improvement are	ISO 9000	ISO 9001	SPICE ISO/IEC15504)	ISO 9001 and SPICE ISO/IEC15504)	1 .
58	Unit-1	assessed by.					1 4

		Which phase refers to the support phase of	I				T
59	Unit-2	software development?	Acceptance Phase.	Testing.	Maintenance.	Modeling	3
	Offit-2	Which model is also called as the classic life	Acceptance mase.	resting.	Wallteflance.	Wiodeling	
60	Unit-2	cycle or the Waterfall model?	Iterative Development	Linear Sequential Development	RAD Model.	Incremental Development	2
	Offit-2	What is the main aim of Software	Terative Bevelopment	Emedi Sequentiai Development	TAB Model.	meremental bevelopment	
61	Unit-2	engineering?	Reliable software	Cost effective software	Reliable and cost effective software	Cost Problems	3
- 01	Offic 2	IEEE provides a standard as IEEE 830-1993.	Reliable Software	COST CITECTIVE SOFTWARE	Heliable and cost effective software	COSCITOSICINS	
		For which activity this standard is	Software requirement				
62	Unit-3	·	specification.	Software design.	Testing.	Problem finding	1
- 02	Oille 3	Software Requirement Specification SRS) is	Specification.	Software design.	resting.	Troblem midnig	1
63	Unit-3	also known as specification of?	White box testing	Acceptance testing	Integrated testing	Black box testing	4
- 03	Onit-3	also known as specification or:	Computer Aided Software	Acceptance testing	integrated testing	Didek box testing	<del>                                     </del>
64	Unit-1	CASE Tool stands for.	Engineering	Component Aided Software Engineering	Constructive Aided Software Engineering	Computer Analysis Software Engineering	1
04	OIIIC-1	The tools that support different stages of	Liigincering	component Alded Software Engineering	constructive Alaca Software Engineering	Computer Analysis software Engineering	
		software development life cycle are called					
65	Unit-1	as:	CASE Tools	CAME tools	CAQE tools	CARE tools	1
- 03	OIIII-1	Which of the items listed below is not one of		CAIVIL COOIS	CAGE 10013	CARE 10013	
66	Unit-1	the software engineering layers?	Process	Manufacturing	Methods	Tools	2
- 00	OIIIC-1	Which is not a step of requirement	1100033	ivialidiactaring	Wethous	10013	
67	Unit-1	engineering?	Requirements elicitation	Requirements analysis	Requirements design	Requirements documentation	3
	Oint 1	There are different phase available in SDLC.	Requirements elicitation	Requirements unarysis	Requirements design	Requirements documentation	<del>                                     </del>
		Find out which phase is not available in					
68	Unit-2	software life cycle?	Coding	Testing	Maintenance	Abstraction	4
	Offic 2	Measurements can be categorized in two	Coung	resting	Wallerance	/ lost detion	<del>                                     </del>
69	Unit-1	ways. What are those two ways?	Direct and Indirect	Front and Rear	Metric	Quality and Reliability.	1
05	Oint 1	Line of codeLO of the product comes under	Breet and marreet	Tronc and near	Wethe	Quality and Reliability.	1
70	Unit-1	which type of measures?	Indirect measures	Direct measures	Coding	Debugging	2
<del></del>	Oint 1	Quality of the product comes under which	man cee measures	Direct incusures	count	Scoagging	<del></del>
71	Unit-1	type of measures?	Indirect measures	Direct measures	Coding	Measurement	1
72	Unit-1	Measure of reliability is given by.	Mean Time between success.	Mean reliable	Mean Time between failure MTBF).	MTTR	3
73	Unit-2		Rapid Application Development.	Relative Application Development.	Rapid Application Design.	Recent Application Development.	1
	Offic 2	Project risk factor is considered in which	Tapia Application Development.	neidelve Application Bevelopment.	Rapid Application Design.	Recent Application Development.	+
74	Unit-2	model.	Spiral model.	Waterfall model.	Prototyping model	Agile Model	1
	Offic 2	The prototyping model of software	When requirements are well	waterian model.	When a customer cannot define	/igiic Wodel	1 1
75	Unit-2	development is well suited?	defined.	For projects with large development teams.	requirements clearly.	When cost is found	3
	Offic 2	Which of the following is/are project	deinied.	To projects with large development teams.	requirements dearly.	When cost is round	<del>                                     </del>
76	Unit-2	estimation technique?	Empirical Estimation Technique.	Heuristic Estimation Technique.	Analytical Estimation Technique.	All of the these.	4
	Offic 2	"In Software engineering, CMM model is a	Empirical Estimation Teeningae.	Treatistic Estimation reclinique.	Analytical Estimation Technique.	All of the these.	+ -
77	Unit-1	technique to"	Develop the software.	Improve the software process.	Improve the testing process.	To find bugs	2
<b></b>	1	How many numbers of maturity levels in	20.0.00 0.00000000000000000000000000000	mp. 5 To the solution of process.			<del>-</del> -
78	Unit-1	CMM are available?	3	4	5	6	3
78	Unit-2	Design phase is followed by.	Coding	Testing	Maintenance	Modeling	1
	1 21111 2	Which software is used to control products	- County		ac.		<del>-</del> -
		and systems for the consumer and industrial					
80	Unit-1	markets?	System software	Artificial intelligence software	<b>Embedded software</b>	Engineering and scientific software	3
	1 51111	"From the following, which software has	System sortware	/ and a meangenee software		Zing.i.ee.iing dird scientific software	<del></del>
		been characterized by ""number crunching""					
81	Unit-1	algorithms?"	System software	Artificial intelligence software	Embedded software	Engineering and scientific software	4
<del></del>	1	2.50.10			564464 501614416		<del>'</del>
82	Unit-1	Software is defined as	Instructions	Data Structures	Documents	Instructions, Data Structures and Documents	4
02	J OIIIL-I	J Steware is defined as	I mod decions	Data Stractures	Documents	deticits, bata off detailes and bocaments	<u> </u>

		Which software enables the program to					
83 L	Unit-1	adequately manipulate information?	Instructions	Data Structures	Documents	Design	2
<del>-                                    </del>	Oint 1	adequately manipulate information.	Capability Maturity Model	Data structures	Documents	Design	<del>                                     </del>
84 l	Unit-1	Abbreviate the term CMMI.	Integration	Capability Model Maturity Integration	Capability Maturity Model Instructions	Capability Model Maturity Instructions	1 1
	Unit-3	First level prototype is evaluated by?	Developer	Tester	User	System Analyst	3
<del>-                                    </del>	OTHE 3	The Bedrock that supports software	Вечеторет	rester	0361	System Amaryst	<del>                                     </del>
86 l	Unit-1	Engineering in layered technology.	Methods	Tools	Process	<b>Quality Focus</b>	4
<del>- "</del>	Oint 1	Which one of the below provides semi-	Wictious	10013	110003	Quality 1 ocus	<del>                                     </del>
( L		automatic and automatic support to					
87 เ	Unit-1	methods in layered technology.	Methods	Tools	Process	Quality Focus	2
<del></del>	OIIIC-1	The physical connections between elements	Wictious	10013	110003	Quality 1 ocus	-
88 l	Unit-5	of the OO design represent?	Cohesion	Coupling	Stamp Coupling	Temporal Cohesion	2
<del>- °° +</del> '	UIIIt-5	In which way CMMI process meta model can	Corresion	Coupling	Starrip Coupling	Temporal Corresion	
1 00	11:5:4.1		A continuous model	A staged model	A continuous model and A staged model	Crown Model	
89 l	Unit-1	be represented?  In which level metrics and indicators are	A continuous model	A staged model	A continuous model and A staged model	Group Model	3
( L							
1 00	11:4	available to measure the process and	Outimainad	Defined	Overtitetively Managed	Managad	
90 l	Unit-1	quality.	Optimized	Defined	Quantitatively Managed	Managed	3
( L		"In which level goal, objective, work tasks,					
		work products and other activities of	D. f	INCOMPLETE	Out at all	O salitati al Massard	
91 l	Unit-1	software process are carried out."	Performed	INCOMPLETE	Optimized	Quantitatively Managed	1
( L		Which model is used if you have no clue of					
1		how to improve the process for quality				5	
92 l	Unit-2	software?	A Continuous model	A Staged model	Group Model	Entity Model	2
( L		The process of developing a software					
( L		product using software engineering					
	Unit-1	principles and methods is referred to as.	Software myths	Scientific Product	Software Evolution	Software Growth	3
94 l	Unit-1	MTTC stands for	Mean time to change	١	Mean time to control	Modular time to control	1
1		Software design paradigm is a part of					
l l		software development and it includes which					
95 l	Unit-2	of these.	Coding	Testing	Integration	None	4
( L							
1		"Which paradigm is related to programming					
		aspect of software development that					
96 l	Unit-5	includes: Coding, Testing and Integration"	Programming paradigm	Requirement gathering paradigm	Software development paradigm	Problem finding	1
		is a piece of programming code					
97 l	Unit-5	which performs a well defined task	<b>Computer Program</b>	Computer Software	Computer Bug	Computer Error	1
1		If the software process were not based on					
		scientific and engineering concepts it would					
		be easier to re-create new software than to					
98 l	Unit-1	scale an existing one is known as.	Cost	Dynamic Management	Large Software	Scalability	3
		What is the simplest model of software					
99 l	Unit-2	development paradigm?	Spiral model	Big Bang model	V-model	Waterfall model	4
	T	Which model is not suitable for large					
		software projects but good one for learning					
100 ເ	Unit-2	and experimenting?	Big Bang model	Spiral model	Iterative model	Waterfall model	1
		Which model is also known as Verification					
101 ເ	Unit-2	and validation model?	Waterfall model	Big Bang model	V-model	Spiral model	3
( l		In which SDLC activity the user initiates the					
Į į		request for a desired software product.	Requirement gathering			Communication	

In which step the developers decide a roadmap of their plan and try to bring up the best Software model suitable for the project.    Software Design   System Analysis   Coding	Testing  All of these  Measurement  Migration	2 4 3
roadmap of their plan and try to bring up the best Software model suitable for the project.  Software Design  System Analysis  Coding  If SDLC suitable for selected technology to implement the software.  If SDLC appropriate for client's requirements and priorities.  If SDLC appropriate for client's requirements and priorities.  If SDLC appropriate for client's requirements and priorities.  If SDLC model suitable for size and complexity of the software.  If SDLC appropriate for client's requirements and priorities.  If SDLC appropriate for client's requirement and priorities.  If SDLC appropriate for	All of these  Measurement	3
103	All of these  Measurement	3
We can select the best SDLC model if following are satisfied.  104 Unit-2 Classes communicate with one another via? Read sensors Dial phones Messages  Which aspect is important when the software is moved from one platform to another?  The always growing and adapting nature of software heep with the software works in Unit-1 defined specifications and solutions?"  The software design paradigm is a part of software design paradigm is a part of an evolving E-type system is invariant over 110 Unit-1 the lifetime of the product.  We can select the best SDLC model if technology to implement the software.  If SDLC appropriate for client's requirements and priorities.  If SDLC suitable for size and complexity of the software.  If SDLC suppropriate for client's requirements and priorities.  If SDLC suppropriate for client's requirement and priorities.  If SDLC suppropriate for client's requirement sends and priorities.  If SDLC suppropriate for client's requirements and priorities.  If SDLC suppropriate for client's requirements and priorities.  If SDLC suppropriates.  If SDLC suppropriate for client's sequirements and priorities.  If SDLC suppropriates.  If SDLC suppropriates.  If SDLC suppropriates.  If SDLC suppropriates.  If SDLC suppropriate for client's sequirement supproprious.  If SDLC suppropriates.  If SDLC suppropriates.  If S	All of these  Measurement	3
We can select the best SDLC model if following are satisfied.  105 Unit-2 Classes communicate with one another via? Read sensors Dial phones Messages  106 Unit-5 Software is moved from one platform to another? Maintenance Operational Transitional  107 Unit-1 The always growing and adapting nature of software hugely depends upon the environment in which user works in Cost Dynamic Nature Quality Management  108 Unit-1 The software design paradigm is a part of software development and it includes. Programming"  109 Unit-2 The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  110 Unit-1 Object inherits a class is known as.  111 Unit-1 A Project can be characterized as.  112 Unit-1 Linit-1 A Project can be characterized as.  115 Unit-2 Classes communicate with one another via? Read sensors Dial phones Messages  116 SDLC appropriate for client's requirements and priorities.  116 SDLC appropriate for client's requirements and priorities.  116 SDLC appropriate for client's requirements and priorities.  116 SDLC model suitable for size and complexity of the software.  116 SDLC model suitable for size and complexity of the software.  117 SDLC model suitable for size and complexity of the software.  118 SDLC model suitable for size and complexity of the software.  118 SDLC model suitable for size and promities.  119 Unit-5 Packages  110 Unit-1 Packages  111 Unit-1 Object inherits a class is known as.  112 Unit-1 A Project can be characterized as.	Measurement	3
104 Unit-2 following are satisfied. Software. and priorities. complexity of the software.  105 Unit-2 Classes communicate with one another via? Read sensors Dial phones Messages  Which aspect is important when the software is moved from one platform to another? Maintenance Operational Transitional  The always growing and adapting nature of software hugely depends upon the environment in which user works in Unit-1 Unit-1 The software, works strictly according to defined specifications and solutions?"  Static-type Practical-type Embedded-type  "Design, Maintenance, Programming"  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product. Self-regulation an evolving E-type system is invariant over the lifetime of the product.  The lifetime of the product. Self-regulation Reducing quality Feedback systems  Transitional	Measurement	3
Unit-2 Classes communicate with one another via? Read sensors Dial phones Messages  Which aspect is important when the software is moved from one platform to another? Maintenance Operational Transitional  The always growing and adapting nature of software hugely depends upon the environment in which user works in  Unit-1 "Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software development and it includes. Programming"  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  Self-regulation Reducing quality Feedback systems  Transitional  Project does not comes with a start time and unique and distinct goal.  Project is routine activity or day-to-day operations.	Measurement	3
Which aspect is important when the software is moved from one platform to another?  The always growing and adapting nature of software hugely depends upon the environment in which user works in  107 Unit-1  Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  Unit-1  Unit-1  Object inherits a class is known as.  Which aspect is important when the software is moved from one platform to another?  Maintenance  Operational  Transitional  Transitional  Programming"  "Coding, Testing, Integration"  Reducing quality  Feedback systems  Transitional  Project does not comes with a start time and unique and distinct goal.  Project is routine activity or day-to-day operations.		
Software is moved from one platform to another?  Maintenance Operational  Transitional  The always growing and adapting nature of software hugely depends upon the environment in which user works in environment in which user works in the software, works strictly according to defined specifications and solutions?"  Static-type Practical-type Practical-type Embedded-type  The software design paradigm is a part of software development and it includes. Programming"  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product. Self-regulation  Naintenance Programming"  Reducing quality Feedback systems  Transitional  Project can be characterized as.  Project may not have a unique and distinct goal.  Project is routine activity or day-to-day operations.  Project does not comes with a start time and unique and distinct goal.	Migration	3
The always growing and adapting nature of software hugely depends upon the environment in which user works in   The software, works strictly according to defined specifications and solutions?"   Static-type   Practical-type   Embedded-type	Migration	3
The always growing and adapting nature of software hugely depends upon the environment in which user works in  107 Unit-1  "Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software design paradigm is a part of an evolving E-type system is invariant over the lifetime of the product.  Self-regulation  Tobject inherits a class is known as.  The always growing and adapting nature of software hugely depends upon the environment in which user works in  Cost  Dynamic Nature  Practical-type  Practical-type  Embedded-type  "Requirement gathering, Software design, Programming"  "Coding, Testing, Integration"  Programming"  "Coding, Testing, Integration"  Programming Programming Feedback systems  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  Self-regulation  Reducing quality  Feedback systems  Transitional  Every project may not have a unique and distinct goal.  Project is routine activity or day-to-day operations.  end time.	Migration	3
software hugely depends upon the environment in which user works in  107 Unit-1  108 Unit-1  109 Unit-2  The software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over 110  110 Unit-1  Unit-1  Unit-1  Unit-1  Unit-1  Object inherits a class is known as.  Software hugely depends upon the environment in which user works in  Cost  Dynamic Nature  Practical-type  Practical-type  Embedded-type  "Requirement gathering, Software design, Programming"  "Coding, Testing, Integration"  Programming"  "Coding, Testing, Integration"  Programming"  Feedback systems  110 Unit-1  Unit-1  Object inherits a class is known as.  Maintenance  Operations  Project is routine activity or day-to-day operations.  Project does not comes with a start time and end time.		
environment in which user works in  Unit-1  Unit-1  "Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over 110  Unit-1  Unit-1  Unit-1  Unit-1  Unit-1  Object inherits a class is known as.  Every project may not have a 112  Unit-1  Unit-1  Unit-1  Unit-1  Unit-1  A Project can be characterized as.  Post Dynamic Nature  Programic Nature  Operations  Programic Nature  Practical-type  Practical-type  Practical-type  Embedded-type  "Requirement gathering, Software design, Programming"  "Coding, Testing, Integration"  Programming"  Feedback systems  Transitional  Project is routine activity or day-to-day operations.  Project does not comes with a start time and end time.		
Unit-1 — Cost Dynamic Nature Quality Management  "Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software development and it includes.  Unit-2 software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  Self-regulation Reducing quality Feedback systems  Unit-1 Object inherits a class is known as.  Maintenance Operations  Every project may not have a unique and distinct goal.  Dynamic Nature Quality Management  Programming Reducinty Requirement gathering, Software design, "Requirement gathering, Software design, Programming"  "Requirement gathering, Software design, Programming"  Reducing quality Feedback systems  Transitional  Project does not comes with a start time and operations.  end time.		
"Which software, works strictly according to defined specifications and solutions?"  The software design paradigm is a part of software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over 110 Unit-1 Object inherits a class is known as.  The average effective global activity rate in an evolving E-type system is invariant over 111 Unit-1 Object inherits a class is known as.  Which software, works strictly according to defined specifications and solutions?"  Static-type  Practical-type  Embedded-type  "Requirement gathering, Software design, Programming"  Programming"  Self-regulation  Reducing quality  Feedback systems  Transitional  Every project may not have a unique and distinct goal.  Project is routine activity or day-to-day operations.  end time.		
Unit-1 defined specifications and solutions?"  The software design paradigm is a part of software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over 110 Unit-1 Object inherits a class is known as.  The defined specifications and solutions?"  Static-type  Practical-type  Practical-type  Practical-type  Practical-type  Embedded-type  "Requirement gathering, Software design, Programming"  Programming"  "Coding, Testing, Integration"  Programming Programming Programming Programming  The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.  Self-regulation  Reducing quality  Feedback systems  Transitional  Project is routine activity or day-to-day operations.  Project does not comes with a start time and unique and distinct goal.  Operations.	Scalability	2
The software design paradigm is a part of software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over 110 Unit-1 Object inherits a class is known as.  Self-regulation Reducing quality Feedback systems  Transitional  Every project may not have a 112 Unit-1 A Project can be characterized as.  The software design paradigm is a part of "Design, Maintenance, Programming" "Coding, Testing, Integration" Programming"  Reducing quality Feedback systems  Transitional  Project is routine activity or day-to-day Project does not comes with a start time and operations.  end time.		
109 Unit-2 software development and it includes.  The average effective global activity rate in an evolving E-type system is invariant over  110 Unit-1 the lifetime of the product.  Self-regulation  Reducing quality  Feedback systems  111 Unit-1 Object inherits a class is known as.  Maintenance  Every project may not have a 112 Unit-1 A Project can be characterized as.  Unit-1 A Project can be characterized as.  Programming"  "Coding, Testing, Integration"  Reducing quality  Feedback systems  Operations  Project is routine activity or day-to-day operations.  Project does not comes with a start time and operations.  end time.	Error Script	1
The average effective global activity rate in an evolving E-type system is invariant over  110 Unit-1 the lifetime of the product.  Self-regulation Reducing quality Feedback systems  111 Unit-1 Object inherits a class is known as.  Maintenance Operations Transitional  Every project may not have a Unit-1 A Project can be characterized as.  Unit-1 A Project can be characterized as.  The average effective global activity rate in an evolving E-type system is invariant over  Reducing quality Feedback systems  Transitional  Project is routine activity or day-to-day operations.  end time.		
an evolving E-type system is invariant over 110 Unit-1 the lifetime of the product.  Self-regulation Reducing quality Feedback systems  111 Unit-1 Object inherits a class is known as.  Maintenance Operations  Every project may not have a Unit-1 A Project can be characterized as.  Unit-1 A Project can be characterized as.  Naintenance Operations  Project is routine activity or day-to-day operations.  Project does not comes with a start time and operations.  end time.	Collections	1
110 Unit-1 the lifetime of the product. Self-regulation Reducing quality Feedback systems  111 Unit-1 Object inherits a class is known as. Maintenance Operations Transitional  Every project may not have a Project is routine activity or day-to-day Project does not comes with a start time and operations. end time.		
111 Unit-1 Object inherits a class is known as. Maintenance Operations Transitional  Every project may not have a Unit-1 A Project can be characterized as. Unique and distinct goal. Operations Operations Transitional Project is routine activity or day-to-day Operations. Operations Operations Operations. Operations Ope		
Every project may not have a Unit-1 A Project can be characterized as.  Every project may not have a unique and distinct goal.  Project is routine activity or day-to-day operations.  Project does not comes with a start time and operations.	Organizational stability	4
112 Unit-1 A Project can be characterized as. unique and distinct goal. operations. end time.	Development	2
	Software	4
"Software project management comprises of		
113 Unit-2 a number of activities, which contains." Project planning Scope management Project estimation	All of these	4
114 Unit-1 COCOMO stands for COnsumed COst MOdel COnstructive COst MOdel COmmon COntrol MOdel	COmposition COst MOdel	2
In which estimation software size should be		
115 Unit-1 known. Time estimation Effort estimation Cost estimation	Software size estimation	2
Which may be estimated either in terms of		
KLOC (Kilo Line of Code) or by calculating		
116 Unit-1 number of function points in the software. Time estimation Effort estimation Cost estimation	Software size estimation	4
"In Risk management process what make		
note of all possible risks, that may occur in		
117 Unit-1 the project." Manage Monitor Categorize		4
"Software project management is the	Identification	•
process of managing all activities that are	Identification	
involved in software development, they	Identification	
118 Unit-1 are." Time Cost Quality management	Identification	
Software project manager is engaged with	Quality Controlling	4
software management activities. He is		4
119 Unit-2 responsible for. Project planning. Monitoring the progress Communication among stakeholders	Quality Controlling	4
Size of software product can be calculated Counting the lines of delivered Counting the lines of delivered		4
120 Unit-2 using which of these methods. code Counting delivered function points Counting delivered function points Moeling	Quality Controlling  Handling	<u> </u>

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		"In project execution and monitoring, every					
		project is divided into multiple phases in					
		which all major tasks are performed based					
121	Unit-2	on which phase of SDLC."	Milestones checklist	Status reports	Activity monitoring	Activation of fields	1 1
121	Offic 2	Requirement engineering process includes	Willestones thetekist	Status reports	Software Requirement specification &	Activation of ficial	
122	Unit-3	which of these steps.	Feasibility study	Requirement Gathering	Validation	All of these	4
		Which document is created by system		341			
		analyst after the requirements are collected					
123	Unit-3	from Various stakeholders.	Software requirement specification	Software requirement validation	Feasibility study	Requirement Gathering	1
			·	·	, ,	•	
		In which elicitation process the developers					
		discuss with the client and end users and					
124	Unit-3	know their expectations from the software.	Requirement gathering	Organizing requirements	Negotiation & discussion	Documentation	1
		"The process to gather the software					
		requirements from client, analize and					
125	Unit-3	document them is known as."	Requirement engineering process	Requirement elicitation process	User interface requirements	Software system analyst	1
		What computer-based system can have a					
		profound effect on the design that is chosen					
		and also the implementation approach will					
126	Unit-3	be applied.	Scenario-based elements	Class-based elements	Behavioural elements	Flow-oriented elements	3
		In the requirement analysis which model					
		depicts the information domain for the					
127	Unit-2		Data models	Class-Oriented models	Scenario-based models	Flow-oriented models	1
		In the requirement analysis which model					
		depicts how the software behaves as a					
128	Unit-2	consequence of external events.	Class-Oriented models	Scenario-based models	Flow-oriented models	Behavioural models	4
400		The requirements model must achieve which		To establish a basis for the creation of a	To define a set of requirements that can be	All	
129	Unit-2	. , ,	requires	software design	validated once the software	All of these	4
400		Users can be divided into groups and groups		Non-foundinal Demoissants	Facilitation	Farmedition	
130	Unit-5		Functional Requirements	Non-functional Requirements	Facilities	Formalities	1
121	l limite 2	Which is focused towards goal of the	Feasibility study	Dogwirom ont goth oring	Coftware requirement energification	Coftware requirement validation	1
131	Unit-3	organization?	reasibility study	Requirement gathering	Software requirement specification	Software requirement validation	1
		System Analysts have which of these	Analyzing and understanding	Understanding how the project will			
132	Unit-3	responsibilities.	requirements of intended software	contribute in the organization objectives	Identify sources of requirement	All of these	4
132	Unit-3	responsibilities.	Software Requirement	contribute in the organization objectives	identity sources of requirement	All of these	1 -
133	Unit-3	Abbreviate the term SRS.	Specification	Software Refining Solution	Software Resource Source	Software Facilities	1
155	Offic-3	Mention any two indirect measures of	Specification	Software Remning Solution	Software Resource Source	Software ruenties	
134	Unit-3	product.	Quality	Efficiency	Accuracy	Proficiency	4
		Which design identifies the software as a	Α,		,	V. 2	<u> </u>
		system with many components interacting					
135	Unit-2	with each other?	Architectural design	High-level design	Detailed design	Design output	1
						- ·	
		Which design deals with the implementation					
		part in which it shows a system and its sub-					
136	Unit-2	systems in the previous two designs?	Architectural design	High-level design	Detailed design	Data Timing	3
		Activities and action taken on the data are					
		represented by circle or round-edged					
137	Unit-2	rectangles.	Entities	Process	Data storage	Data flow	2
		· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·				

		"When elements of module are grouped					
		together that are executed sequentially in					
138	Unit-5	order to perform a task, is called."	<b>Procedural cohesion</b>	Logical cohesion	Emporal cohesion	Co-incidental cohesion	1
		When elements of module are grouped					
		because the output of one element serves as					
139	Unit-5	input to another and so on.	Functional cohesion	Sequential cohesion	Communicational cohesion	Procedural cohesion	2
		"When multiple modules have read and					
		write access to some global data, it is					
140	Unit-5	called."	Content coupling	Stamp coupling	Data coupling	Common coupling	4
		Which depicts flow of control in program					
141		modules?	Flowchart	DFD	Algorithm	UML	1
		Which type of DFD concentrates on the					
		system process and flow of data in the					
142	Unit-4	system.	<b>Logical DFD</b>	Physical DFD	Facility DFD	Working DFD	1
143		All Units have equal Weightage					