

一、客观题

1: In general software only succeeds if its behavior is consistent with the objectives of its designers.

A) True

B) False

2: Most software development projects are initiated to try to meet some business need.

A) True

B) False

3: The so called "new economy" that gripped commerce and finance during the 1990s died and no longer influences decisions made by businesses and software engineers.

A) True

B) False

4: The functionality of most computer systems does not need to be enhanced the lifetime of the system.

A) True

B) False

5: Modern software applications are so complex that it is hard to develop mutually exclusive category names.

A) True

B) False

6: Today the increased power of the personal computer has brought about an abandonment of the practice of team development of software.

A) True

B) False

7: The nature of software applications can be characterized by their information

A) complexity

B) content

C) determinacy

D) both b and c

8: Most software continues to be custom built because

A) Component reuse is common in the software world.

B) Reusable components are too expensive to use.

C) Software is easier to build without using someone else's components.

D) Off-the-shelf software components are available in many application domains.

9: Which question no longer concerns the modern software engineer?

A) Why does computer hardware cost so much?

B) Why does software take a long time to finish?

C) Why does it cost so much to develop a piece of software?

D) Why can't software errors be removed from products prior to delivery?

10: Change cannot be easily accommodated in most software systems, unless the system was designed with change in mind.

A) True

B) False

11: Software is a product and can be manufactured using the same technologies used for other

engineering artifacts.

A) True

B) False

12: Software deteriorates rather than wears out because

A) Software suffers from exposure to hostile environments

B) Defects are more likely to arise after software has been used often

C) Multiple change requests introduce errors in component interactions

D) Software spare parts become harder to order

二、主观题

13: How do software characteristics differ from hardware characteristics?

14: How does software differ from the artifacts produced by other engineering disciplines?

15 : What is the difference between software that is determinate and software that is indeterminate?

16: Explain what is wrong with the notion that computer software does not need to evolve over time.