一、客观题

1： Requirements engineering is a generic process that does not vary from one software project to another.

A) True

B) False

2： Which of the following is not one of the requirement classifications used in Quality Function Deployment (QFD)?

A) exciting

B) expected

C) mandatory

D) normal

3： The job of the requirements engineer is to categorize all stakeholder information in a way that allows decision makers to choose an internally consistent set of requirements.

A) True

B) False

4：Three things that make requirements elicitation difficult are problems of

A) budgeting

B) scope

C) understanding

D) volatility

E) b, c and d

5： In requirements validation the requirements model is reviewed to ensure its technical feasibility.

A) True

B) False

6： In collaborative requirements gathering, the facilitator

A) cannot be a member of the software team

B) cannot be a customer

C) controls and facilitates the process

D) must be an outsider

7： A stakeholder is anyone who will purchase the completed software system under development.

A) True

B) False

8： Which of the following is not one of the context-free questions that would be used during project inception?

A) What will be the economic benefit from a good solution?

B) Who is against this project?

C) Who will pay for the work?

D) Who will use the solution?

9：The best way to conduct a requirements validation review is to

A) examine the system model for errors

B) have the customer look over the requirements

C) send them to the design team and see if they have any concerns

D) use a checklist of questions to examine each requirement

10： In win-win negotiation, the customer\'s needs are met even though the developer\'s need may not be.

A) True

B) False

11： The use of traceability tables helps to

A) debug programs following the detection of run-time errors

B) determine the performance of algorithm implementations

C) identify, control, and track requirements changes

D) none of the above

12： The nature of collaboration is such that all system requirements are defined by consensus of a committee of customers and developers.

A) True

B) False

13： Developers and customers create use-cases to help the software team understand how different classes of end-users will use functions.

A) True

B) False

14： During project inception the intent of the of the tasks are to determine

A) basic problem understanding

B) nature of the solution needed

C) people who want a solution

D) none of the bbove

E) a, b and c

15： The result of the requirements engineering elaboration task is an analysis model that defines which of the following problem domain(s)?

A) information

B) functional

C) behavioral

D) all of the above

16： The work products produced during requirement elicitation will vary depending on the

A) size of the budget

B) size of the product being built

C) software process being used

D) stakeholders needs

17： Use-case actors are always people, never system devices.

A) True

B) False

18： Analysis patterns facilitate the transformation of the analysis model into a design model by suggesting reliable solutions to common problems.

A) True

B) False

19： Which of following is not a UML diagram used creating a system analysis model?

A) activity diagram

B) class diagram
C) dataflow diagram
D) state diagram

20： The system specification describes the
A) Function, performance and constraints of a computer-based system
B) implementation of each allocated system
C) element software architecture
D) time required for system simulation

21： It is relatively common for different customers to propose conflicting requirements, each arguing that his or her version is the right one.
A) True
B) False

二、主观题

22： What are the six steps for requirements engineering?

23： What three deployments are used in Quality Function Deployment (QFD)?

24： Describe the weaknesses of use-cases as part of the requirements engineering process.

25： Which UML diagrams are useful for analysis modeling? Provide an example of each.