

选择题

- 1) The three generic phases of software engineering are _____
(A) product delivery (B) development (C) task design
(D) support (E) definition (F) coding and testing
- 2) The first step in project planning is to _____
(A) determine software scope (B) select project team leader
(C) determine the budget (D) determine the process model
- 3) Software characteristics differ from hardware characteristics in the following ways: _____
(A) Most software is custom built, not assembled out of components
(B) Software's quality depends on design (C) Software is manufactured, not developed
(D) Software does not wear out (E) Software requires more paper work
- 4) 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?

判断题

- 1) The three generic phases of software engineering are definition, development, and support.
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- 2) The current software crisis was caused by the Y2K problem whose seeds were first sown by careless programmers in the early 1970's.
- 3) The three generic phases of software engineering are definition, development, and support.
- 4) Software development activities are easy to compartmentalize into four non-overlapping phases.
- 5) Software engineering includes three generic phases: software design, code generation, and software testing.
- 6) Once a software engineering work product becomes a baseline it cannot be changed again.
- 7) Change cannot be easily accommodated in most software systems, unless the system was designed with change in mind.

简答题

- 1) Explain what is wrong with the notion that software engineering is too time consuming and interferes with a programmer's productivity.
- 2) Why is it necessary to "maintain consistency across a family of applications"?