

第一部分

一、客观题

1: The goal of product engineering is to translate the customer's desire for a set of defined capabilities into a working product.

- A) True
- B) False

2: Which elements of business processing engineering are the responsibilities of the software engineer?

- A) business area analysis
- B) business system design
- C) construction and integration
- D) information strategy planning
- E) both b and c

3: To construct a system model the engineer should consider which of the following restraining factors?

- A) assumptions
- B) budget
- C) constraints
- D) schedule
- E) both a and c

4: During business process engineering, three different architectures are examined.

- A) applications, data, technology infrastructure
- B) communications, organization, financial infrastructure
- C) network, database, reporting structure
- D) systems, requirements, data structure

5: Which of the following can be elements of computer-based systems?

- A) documentation
- B) software
- C) people
- D) hardware
- E) all of the above

6: The top level of the hierarchical model of a system is known as the

- A) AFD
- B) DFD
- C) SCD
- D) SFD

7: The architecture components for product engineering are

- A) data, hardware, software, people
- B) data, documentation, hardware, software
- C) data, hardware, software, procedures
- D) documentation, hardware, people, procedures

8: By following modern system engineering practices simulation of reactive systems is no longer

necessary.

A) True

B) False

9: UML notations that can be used to model the hardware and software elements of a system are

A) Activity diagrams

B) Class diagrams

C) Deployment diagrams

D) Use-case diagrams

E) a, b, and c

10: The system engineering process usually begins with the

A) detailed view

B) domain view

C) element view

D) world view

11: Software engineers do not need to consider hardware when designing a computer-based system.

A) True

B) False

12: The system model template contains which of the following elements

A) input

B) output

C) user interface

D) all of the above

二、主观题

13: What is the goal of business process engineering?

14: In the context of systems engineering what is product engineering?

15: Describe the activities for a generic system modeling process.

16: What are the six elements that are present in most computer-based systems?

第二部分

一、客观题

1: Many of the tasks from the generic task sets for analysis modeling and design can be conducted in parallel with one another.

A) True

B) False

2: Which of the following is not one of the principles of good coding?

A) Create unit tests before you begin coding

- B) Create a visual layout that aids understanding
- C) Keep variable names short so that code is compact
- D) Write self-documenting code, not program documentation

3: Which of the following activities is not one of the four things that need to be accomplished by the generic planning task set?

- A) Develop overall project strategy
- B) Identify the functionality to deliver in each software increment
- C) Create a detailed schedule for the complete software project
- D) Devise a means of tracking progress on a regular basis

4: Everyone on the software team should be involved in the planning activity so that we can

- A) reduce the granularity of the plan
- B) analyze requirements in depth
- C) get all team members to "sign up" to the plan
- D) begin design

5: Teams using agile software practices never create models.

- A) True
- B) False

6: Which of the following are valid reasons for collecting customer feedback concerning delivered software?

- A) Allows developers to make changes to the delivered increment
- B) Delivery schedule can be revised to reflect changes
- C) Developers can identify changes to incorporate into next increment
- D) All of the above

7: A successful test is one that discovers at least one as-yet undiscovered error.

- A) True
- B) False

8: Software engineers collaborate with customers to define which of the following?

- A) Customer visible usage scenarios
- B) Important software features
- C) System inputs and outputs
- D) All of the above

9: Every communication activity should have a facilitator to make sure that the customer is not allowed to dominate the proceedings.

- A) True
- B) False

10: Analysis models depict software in which three representations?

- A) architecture, interface, component
- B) cost, risk, schedule
- C) information, function, behavior
- D) None of the above

11: Which of the following is not one of Hooker's core principles of software engineering practice?

- A) All design should be as simple as possible, but no simpler
- B) A software system exists only to provide value to its users.

C) Pareto principle (20% of any product requires 80% of the effort)

D) Remember that you produce others will consume

12 : The customer can directly observe both the difference between the internal quality of a design and its external quality?

A) True

B) False

13: What role(s) do user stories play in agile planning?

A) Define useful software features and functions delivered to end-users

B) Determine a schedule used to deliver each software increment

C) Provide a substitute to performing detailed scheduling of activities

D) Used to estimate the effort required build the current increment

E) both a and d

14 : The agile view of iterative customer communication and collaboration is applicable to all software engineering practice.

A) True

B) False

15 : The essence of software engineering practice might be described as understand the problem, plan a solution, carry out the plan, and examine the result for accuracy.

A) True

B) False

16: Which of the following are tasks in the generic task set for construction?

A) Build a software component

B) Create a user interface

C) Unit test the component

D) Assess the quality of the component

E) both a and c

二、主观题

17: What is the purpose of asking context-free questions as a means of beginning the software engineering communications activity?

18: What questions make up Boehm's W5HH principle?

19: Describe the differences between software construction and software deployment.

20: Describe the key elements of construction practice.