Q1: The software requirements documents define (يعرف او يحدد)

⇨ A & B

Q2: ……. Is the phase of checking that the software system does what the customer wants

⇨ Validation

Q3: Software is defined as……

⇨ All of the choices

Q4: Software engineering as an engineering discipline that is concerned with all aspects of software production

⇨ True

Q5: Microsoft office is an example of

⇨ Generic software product

Q6: Software design and implementation is the process of …….

⇨ Converting (تحويل) the system specification into an executable system

Q7: ….. in a software system, when the information is confidential (سري) and is never disclosed (كشف) to anyone apart from authorized users

⇨ Privacy

Q8: The costs of software on a PC are often less than the hardware cost

⇨ False

Q9: Games software is an example of ……. Software product

⇨ Generic

Q10: Which of the following is not considered as an important XP principle

⇨ Full documentation for the software

Q11: The benefits () of…… are

1- Reduced the amount of software to be developed
2- Reduce the cost and risks
3- Lead to a faster delivery of the software
⇨ Reuse-oriented software engineering

Q12 : Agile method is preferred () to develop a software only if

⇨ Custom software development within an organization

Q13: Correcting software errors which were not discovered during the development of software is achieved in

⇨ Software maintenance

Q14: The prototype structure is usually improved through rapid change during development

⇨ False

Q15: ….is concerned with all aspects of computer-based systems development including hardware, software and process engineering

⇨ System engineering

Q16: 1) Re-organization of software code to remove duplicate code is called

⇨ Refactoring

2) when programmers sit together at the same workstation to develop the software, this method called

⇨ Pair programming

3) …… is concerned with using agile methods for developing large software systems that cannot be developed by a small team

⇨ Agile Scaling up

Q17: means checking the software to ensure (لضمان) it does what the customer requires

⇨ Software validation

Q18: 1) In …….. specification, development and validation are interleaved. May be plan-driven or agile.

⇨ Incremental development

2)changing the system in response to changing customer needs

⇨ Evolution

3) ……now the standard approach for building many types of business system

⇨ Reuse

4) The …….is mostly used for large systems engineering projects where a system is developed at several sites,

⇨ Waterfall model

Q19: Ambiguous requirements (الاحتياجات الغامضة) may be interpreted in different ways by

⇨ True

Q20: Customers should be closely involved (مشارك)throughout the agile development process

⇨ All the choices

Q21: The extreme programming (XP) release cycle start with

⇨ Any of the above

Q22: In agile processes, planning is incremental and it is easier to change the process to reflect changing customer requirements

⇨ True

Q23: In …….. the specification of what the software should do is owned by the customer for the software and they make decisions on software changes that are required

⇨ Generic products

Q24: pair programming supports the idea of collective ownership and responsibility for the system

⇨ True

Q25: In the spiral iteration development, risks are not considered in the process

⇨ False

Q26: for software with a long life, development costs may be several times maintenance costs

⇨ False

Q27: Plan-driven approaches may be required for systems that require a lot of analysis before implementation (e.g. real-time system with complex timing requirements).

⇨ True

Q28: Prototypes are normally undocumented. The prototype structure is usually

⇨ degraded through rapid change.

Q29: During the …. , you identify the overall structure of the system, the principal components (sometimes called sub-systems or modules), their relationships, and how they are distributed

⇨ architectural design

Q30: 1) The development and delivery is

⇨ broken down into increments

Q31: The order of the basic, fundamental software engineering activities include

⇨ specification, development, validation, evolution

Q32: Software testing includes

⇨ all of the above

Q33: refactoring code improves the understandability of the software and so reduces the need documentation

⇨ False

Q34: one problem in agile methods is

⇨ All choices are correct

Q35: ….. means checking the software to ensure (لضمان) it does what the customer requires

⇨ Software validation

Q36: User requirements are made for

⇨ Component analysis

Q37: The preferred (المفضل) software model for large system developed in different sites (مواقع) is

⇨ Waterfall model

Q38: To develop a Bank accounting system, which of the following software process fits such system

⇨ Waterfall

Q39: WhatsApp is an example of…… application product

⇨ Generic

Q40: ……means that functional and non-functional requirements tend to be mixed-up when natural languages are used to write the requirements

⇨ Requirements confusion

Q41: Which of the following sectors depends on information systems for their operations

⇨ All of these

Q42: computer science is an engineering discipline that is concerned with all aspects of software production

⇨ False

Q43: …… means changing the software in response to changing demands

⇨ Software evolution

Q44: Graphical notations are used to define the requirements for the system

⇨ True

Q45: 1) Over all system testing is called

⇨ System testing

2) Testing with **customer data** rather than the simulation data to check that the system meets the customer's needs is called

⇨ Acceptance testing

Q46: …….. is intended to show that a system conforms to its specification and meets the requirements of the system customer

⇨ None

Q47: Which of the following is not a part of requirements engineering process

⇨ Architectural design

Q48: Quality of the final product depends on the quality of

⇨ All of these

Q49: Software testing includes

⇨ All of the above

Q50: In waterfall model, it is easier to change the process to reflect changing customer requirements

⇨ False

Q51: In the spiral iteration development, risks are considered in the process

⇨ True

Q52: In which activity in of the design process the services are abjectment to components and the sales face of this conquiements are designed

⇨ Component design

Q53: Microsoft Teams is an example of

⇨ Generic software product

Q54: Functional requirements: Describe functionality or system services they Depend on the

⇨ All the given choices

Q55: In …. , programmers sit together at the same workstation to develop software

⇨ Pair programming

Q56: Refactoring the software cant improves the understandability of the software and so reduce the need for documentation

⇨ False

Q57: A …….. is an initial version of a software system that is used to demonstrate concepts, try out design option, and find out more about the problem and its possible

⇨ None

Q58: Non-functional requirements, such as performance, security, robustness, and requirements, may be ignored(تهمل) during plan driven development

⇨ False

Q59: using …… the software requirements are written in natural language on a standard form or template

⇨ Structured natural language

Q60: In Agile, because of their focus on small, tightly-integrated teams, there are problems in

⇨ Scaling agile methods to large systems

Q61: Prototypes can be used in the requirements engineering process to help with requirements elicitation and validation

⇨ True

Q62: A subsystem is a system that functions as a component of another

⇨ System

Q63: a software only designed based on your specifications and sold only for you is an example of ……. Software product

⇨ Customized

Q64: …… ensures that the product actually meets the users needs and that the specifications were correct in the first place

⇨ None

Q65: None=functional requirements does not relate to the emergent system properties such as reliability , response time

⇨ False

Q66: Describes how the system should react to particular inputs and how the system should behave in particular situations

⇨ Functional requirements

Q67: ……. are the activities that the system must perform

⇨ Functional requirements

Q68: Software Engineering is concerned with

⇨ All of the above

Q69: Communication subsystem of an information system is part of

⇨ Information technology component

Q70: Which of the following best describes a common reason why projects fail

⇨ Changing system requirements

Q71: The quality of an information system is often decided by weighing several factors including

⇨ All of these

Q72: if you were asked to develop software for your small to medium organization, what approach is used in this situation(في هذه الحالة)

⇨ Agile approach

Q73: Incremental delivery, one advantage is that

⇨ The highest priority system tend to receive the most testing

Q74: The drawback (من مساوئ) of the ……. Is the difficulty of accommodating (صعوبة التكيف) change after the process is underway

⇨ None

Q75: Agile methods should probably not be used if

⇨ The software is being developed by teams who are not co-located

Q76: The costs of software on a PC are often …… the hardware cost

⇨ Greater than

Q77: The goal of a project need not to be verifiable

⇨ False

Q78: which of the following software development model does not includes activities that can anticipate possible changes

⇨ Waterfall model

Q79: The advantage of incremental development is

⇨ Early increments act as a prototype to help elicit requirements for later increments

Q80: if the software your trying to develop need an external approval () from any government the method for developing such software is

⇨ Extreme programming

Q81: we can view an information system from various perspectives such as

⇨ All of these

Q82: customers should be closely involved(مشارك) throughout the agile development process

⇨ All the choices

Q83 : understanding the problem space is the job of…. Whereas in the solution space we …… the product

⇨ Analysis, Design