

SE MCQ

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***Required**

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In planning a software project one would

1 point

- ☐ Structure the team to prevent administrative interference
- ☐ Overestimate the budget
- ☐ Pad the schedule to accommodate errors
- ☒ Find ways to produce results using limited resources

Clear selection

The rapid application development model is

1 point

- ☐ Same as component-based development
- ☐ A useful approach when a customer cannot define requirements clearly
- ☐ Same as incremental model
- ☒ A high-speed adaptation of the linear sequential model

Clear selection



How does a software project manager need to act to minimize the risk of software failure? 1 point

- ☐ Double the project team size
- ☒ Track progress
- ☐ Request a large budget
- ☐ Form a small software team

Clear selection

Which of the following is a life-cycle concern? 1 point

- ☒ Planning
- ☐ Testing
- ☐ Portability
- ☐ Programming

Clear selection

Views of quality software would not include 1 point

- ☐ Optimizing price and performance
- ☒ Minimizing the execution errors
- ☐ Conformance to specification
- ☐ Establishing valid requirements

Clear selection



The software life cycle can be said to consist of a series of phases. The classical model is referred to as the waterfall model. Which phase defined as “The concept is explored and refined, and the client’s requirements are elicited?”

1 point

- ☐ Specification
- ☒ Requirements
- ☐ Design
- ☐ Implementation

Clear selection

In the classical chief programmer team approach, the team member responsible for maintaining the detailed design and coding is

1 point

- ☒ The individual coder (i.e. programmer)
- ☐ The programming secretary
- ☐ The chief programmer
- ☐ A specialized function that exists outside ‘the team’

Clear selection

Name *

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The degree of interaction between two modules is known as

1 point

- ☐ Strength
- ☒ Coupling
- ☐ Inheritance
- ☐ Cohesion

Clear selection

A simple way of looking at the spiral software life-cycle model is as a waterfall model with each phase proceeded by

1 point

- ☒ Build-and-fix
- ☐ Freezing
- ☐ Synchronization
- ☐ Risk analysis

Clear selection

Software measurement is useful to

1 point

- ☐ Software measurement is useful to
- ☐ All of the above
- ☐ Track progress
- ☒ Assess productivity

Clear selection



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The best way to test the Software Project Management Plan (SPMP) is by 1 point

- ☐ Prototyping
- ☐ Simulation
- ☒ Inspection
- ☐ Compilation

Clear selection

Traditionally, the phase of software development where a formal approach used is 1 point

- ☐ Requirements
- ☐ Design
- ☒ Programming
- ☐ Planning

Clear selection



In the maintenance phase the product must be tested against previous test cases. This is known as _____ testing. 1 point

- ☐ Unit
- ☒ Regression
- ☐ Integration
- ☐ Module

Clear selection

A design is said to be a good design if the components are

1 point

- ☐ Strongly coupled
- ☒ Strongly cohesive and weakly coupled
- ☐ Weakly cohesive
- ☐ Strongly coupled and weakly cohesive

Clear selection

Software engineering is the systematic approach to the

1 point

- ☐ Development of software
- ☐ Operation of software
- ☐ Maintenance of software
- ☒ All of the above

Clear selection



What are the major activities of the spiral model of software engineering? 1 point

- ☐ Defining, Prototyping, Testing, Delivery
- ☒ Planning, Risk Analysis, Engineering, Customer Evaluation
- ☐ Requirements
- ☐ Quick Design, Build Prototype, Evaluate Prototype, Refine Prototype

Clear selection

The individual or organization who wants a product to be developed is known as the: 1 point

- ☒ Client
- ☐ Developer
- ☐ User
- ☐ Contractor

Clear selection

Prototyping is appropriate for 1 point

- ☐ Data-oriented applications
- ☒ All of the above
- ☐ Applications with emphasis on the user interface
- ☐ Applications which are highly interactive

Clear selection



Black box testing is also called

1 point

- ☒ Specification-based testing
- ☐ Structural testing
- ☐ Verification
- ☐ Unit testing

Clear selection

What is the essence of software engineering?

1 point

- ☒ Managing Complexity, Managing Personnel Resources, Managing Time and Money and Producing Useful Products
- ☐ Time/Space Tradeoffs, Optimizing Process, Minimizing Communication and Problem Decomposition
- ☐ Maintaining Configurations, Organizing Teams, Channeling Creativity and Planning Resource Use
- ☐ Requirements Definition, Design Representation, Knowledge Capture and Quality Factors

Clear selection

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