Congratulations! You passed!
TO PASS 88% or higher

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GRADE
92.30%

Design, Implementation, and Testing

LATEST SUBMISSION GRADE
92.3%

1. Where does software design fit in the traditional waterfall software development lifecycle? **1 / 1 point**

- ○ Between specification and architecture
- ○ Between implementation and deployment
- ○ Before requirements
- ◉ Between architecture and implementation

✓ Correct

2. Which of the following is NOT an aspect of software design **1 / 1 point**

- ◉ Polymorphism
- ○ Modularity
- ○ Coupling
- ○ Cohesion

✓ Correct

3. The ability to use a built-in function of a programming language to generate a random number is an example of which of the following? **1 / 1 point**

- ○ Cohesion
- ○ Modularity
- ◉ Information hiding
- ○ Coupling

✓ Correct

4. Analyzing the extent to which other modules must change when a module is modified is an example of which of the following? **1 / 1 point**

- ○ Modularity
- ○ Information hiding
- ○ Cohesion
- ◉ Coupling

✓ Correct

5. When all of the responsibilities of a module are easily classified as being strongly related, this is an example of high what? **1 / 1 point**

- ○ Coupling
- ○ Modularity
- ◉ Cohesion
- ○ Information hiding

✓ Correct

6. Which of the following is most preferred? **1 / 1 point**

- ○ Having two modules rely on the same global information structure (common coupling)
- ○ Allowing one module to affect the program flow of another via the use of a flag (control coupling)
- ◉ Allowing one module to affect the program flow of another via the use of a state message (message coupling)
- ○ Having more than one module rely on the same version of the RSS standard (external coupling)

✓ Correct

7. Which of the following is LEAST desirable? **0 / 1 point**

- ◉ including functionality which entirely encapsulates all the necessary function for a specific task
- ○ including functionality which relys on the same input
- ○ including functionality which occurs around the same time
- ○ including functionality which modifies an object's own attributes

Incorrect
That's not quite right. Review the lecture "Software Design - Cohesion"

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8. Which of the following are necessary before proper testing? 1 / 1 point

- (•) inputs, expected output, and an oracle
- ( ) inputs which cause issues
- ( ) inputs and expected output
- ( ) inputs, expected output, an oracle, and the actual output

Correct

9. Which of the following is a mistake made by the developer? 1 / 1 point

- (•) Fault
- ( ) Failure
- ( ) Effective error
- ( ) Latent error

Correct

10. Which of the following is an example of validation? 1 / 1 point

- ( ) ensuring the system locks out an account after three failed log-in attempts
- (•) software is well-received by the user
- ( ) use of the software provides the correct results as documented
- ( ) software recognizes incorrect inputs

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Correct

11. In your current project, you have access to some intern development resources, which are not currently operating at full capacity. You also know that the testing timeline will be truncated, due to delays in critical-path module development. Which strategy should you employ? 1 / 1 point

- ( ) Allow the testing team to work without (or with quick-to-develop) drivers and stubs, while using intern resources to aid critical-path development
- ( ) Allow the testing team to work without (or with quick-to-develop) drivers and stubs, and utilize the intern resources to aid testing once all critical-path development is complete
- ( ) Make no changes to the current project testing or development allocations, utilizing intern resources to create documentation.
- (•) Utilize the intern resources to design and develop drivers and stubs, while work continues on critical-path module development

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Correct

12. When is testing complete? 1 / 1 point

- (•) When you run out of time
- ( ) When you have completed all the tests in the test plan
- ( ) When you find the last bug
- ( ) When you have tested every input

Correct

13. Which of the following is an example of black-box testing? 1 / 1 point

- ( ) Developing additional test cases to force a division by zero
- (•) Developing test cases based on typical user behavior
- ( ) Developing additional tests when every if statement does not evaluate both true and false once given the current test suite
- ( ) Developing test cases to exercise error-prone constructs

Correct