


Test Attempt report of - **KHETESH DEORE** (Roll No - 3723011028)

Test Details

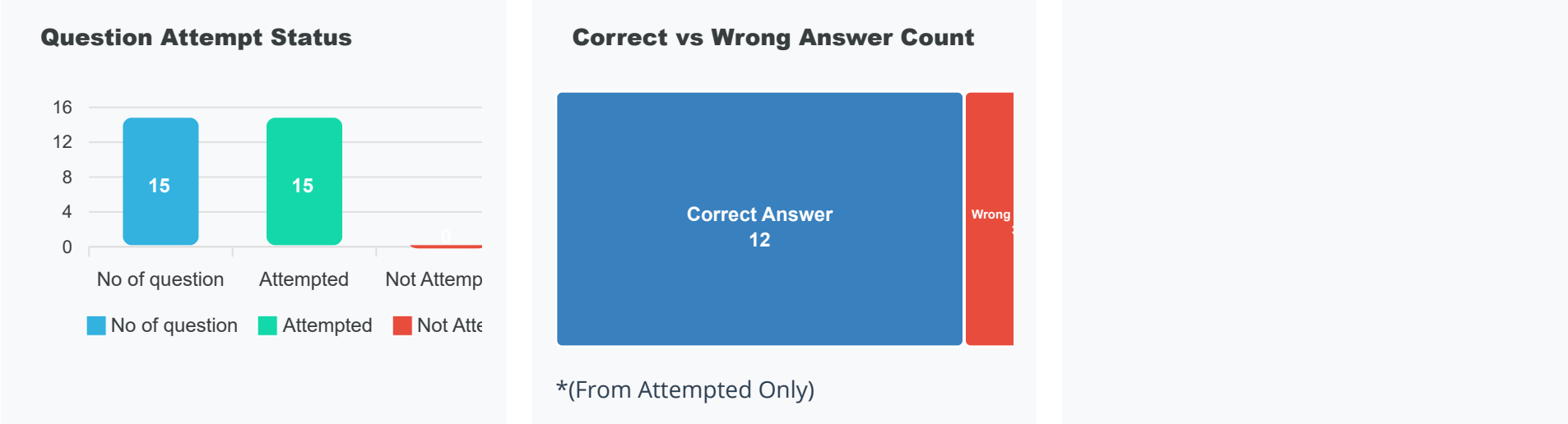
School name Computer Engineering	Standard SYCE-SEM-II	Division D	Medium English	Subject Software Engineering
Test Name SE CCE1	Date of Test Feb 12th, 2025	Attempt Date Feb 12th, 2025	Test Code T-28-1	Test Duration 30 Minutes
Teacher Ms. Namrata Pagare	Evaluation Mode Auto	Evaluation Date Feb 12th, 2025	Evaluated By --	Remark --

Test Statistics



Congratulations KHETESH!
You are passed in test

Your Score
12 / 15



Questions and Answers

Q.1 In plan-driven development, which of the following is a major limitation compared to Agile development?

Options-

1. Higher adaptability to changing requirements

2. Less focus on upfront planning and design

3. Higher dependency on comprehensive documentation

4. Lack of stakeholder involvement throughout the project

Q.2 Which of the following best describes a "Process Pattern" in software engineering?

Options-

1. A set of UML diagrams used to model software processes

2. A predefined template for structuring software processes

3. A recurring structure of activities in software development to solve common problems

4. A metric used for evaluating software quality

Q.3 In Scrum, which of the following roles is responsible for maintaining the product backlog and ensuring that development aligns with business goals?

Options-

1. Scrum Master

2. Development Team

3. Product Owner

4. Stakeholders

Q.4 The Spiral Model is best suited for:

Options-

1.

Projects with well-defined and stable requirements
2.

Small projects with minimal risk and short development cycles
3.

Large-scale projects with high levels of uncertainty and risk
4.

Projects that do not require customer feedback

Q.5 In the context of software engineering practice, which principle emphasizes minimizing future changes by making correct decisions early in the software development lifecycle?

Options-

1.

Keep it Simple and Stupid (KISS)
2.

Separation of Concerns
3.

Avoid Over-Engineering
4.

Principle of Least Astonishment

Q.6 In software engineering, what is the main purpose of "Process Assessment and Improvement"?

Options-

1.

To ensure all projects follow the same rigid development model
2.

To identify and rectify inefficiencies in existing software development processes
3.

To reduce software testing time by skipping unnecessary verification steps
4.

To make software engineers accountable for defects found in the final product

Q.7 In the Evolutionary Process Model, which of the following is a key characteristic?

Options-

1.

Development is completed in a single phase
2.

Changes are difficult to accommodate once a phase is completed
3.

It allows iterative refinement of the software based on feedback
4.

Each phase must be approved by a regulatory body before proceeding

Q.8 What distinguishes Agile from Prescriptive Process Models?

Options-

1.

Agile relies entirely on improvisation, while prescriptive models strictly define each process
2.

Agile focuses on iterative development and flexibility, while prescriptive models follow a structured, predefined sequence.
3.

Agile requires no documentation, whereas prescriptive models demand comprehensive documentation
4.

Agile eliminates the need for planning, whereas prescriptive models focus only on planning

Q.9 In Agile methodologies, "Extreme Programming (XP)" focuses heavily on:

Options-

1.

Detailed documentation and upfront design
2.

Customer collaboration, pair programming, and continuous feedback
3.

Strict adherence to a predefined development cycle
4.

Minimizing software maintenance effort

Q.10 Which of the following best defines "Framework Activities" in a generic process model?

Options-

1.

A set of predefined steps used in extreme programming (XP)
2.

Essential activities common to all software engineering processes, such as communication, planning, and deployment
3.

A sequence of tasks that must be executed in parallel in all software projects
4.

A strict set of rules that guide software documentation and testing

Q.11 Which of the following best describes the fundamental difference between software engineering and traditional engineering disciplines?

Options-

1.

Software engineering follows a strict manufacturing process like mechanical engineering.
2.

Software engineering primarily focuses on tangible products, whereas traditional engineering does not
3.

Software engineering deals with abstract logical structures, while traditional engineering deals with physical entities
4.

Traditional engineering disciplines require no iterative development, whereas software engineering always does

Q.12 In Scrum, what is the primary responsibility of the Scrum Master?

Options-

1.

Define the product roadmap and prioritize backlog items
2.

Guide and enforce strict adherence to project deadlines
3.

Facilitate communication, remove obstacles, and ensure Scrum principles are followed
4.

Assign tasks to individual team members and monitor their progress

Q.13 The Concurrent Model of software development is most suitable when:

Options-

1.

All software requirements are well-defined at the beginning.
2.

Multiple software components must be developed and tested simultaneously.
3.

A single-threaded, sequential development approach is necessary
4.

A rigid process structure is required with little flexibility

Q.14 In the Agile Manifesto, which of the following values is not emphasized?

Options-

1.

Individuals and interactions over processes and tools
2.

Comprehensive documentation over working software
3.

Customer collaboration over contract negotiation
4.

Responding to change over following a plan

Q.15 The Incremental Process Model differs from the Waterfall Model because:

Options-

1.

It follows a linear sequence of activities without iteration
2.

It delivers working software in smaller, functional increments
3.

It requires all requirements to be fully defined before development begins
4.

It does not include any form of risk assessment