**Warning: Man shall not live by this alone**

Some practice questions.

There are a variety of different object-oriented design processes that depend on:

A. Identify the principal system objects

B. Implementation issues

C. Open source development

D. Open source patterns

What is software design?

A. It is the process of realizing the design as a program

B. It is a creative activity in which you identify software components and their relationships

C. A process that requires a lot of effort for development and maintenance

D. It is process of building software.

Which one of these is an approach to identifying an object class?

A. It is not possible to get it done?

B. It is not possible to get it right the first time.

C. You can use a scenario-based analysis.

D. Encapsulates the summarised data from the instruments

One of these is not an example of a design model?

A.Subsystem models

B. Sequence models

C. Direct models

D. State machine models

Which one of these show the objects and object classes and relationships between these entities?

A. Dynamic models

B. Static models

C. Generalisation models

D. Design models

One of these models show logical clustering of objects into coherent arrangements.

A. Subsystem models

B. Use-case models

C. Aggregation models

D. Generation models

Which one of these is not a characteristic of sequence models?

A. Objects are arranged horizontally across the top

B. Time is represented vertically so models are read top to bottom

C. Interactions are represented by labelled arrows

D. A thin rectangle in series concept

Why do object interfaces have to be specified?

A. To ease the use of UML uses class diagrams

B. To enhance viewpoints on the methods provided

C. So that the objects and other components can be designed in parallel

D. So that designers can avoid designing the interface representation

In design patterns what is a pattern known as?

A. A description of the problem and the essence of its solution

B. A view of the problem and the design of its solution

C. An idea of the problem and the reason of its solution

D. A representation of the problem and the design of its solution

The following describes which pattern element

A. Problem description

B. Solution description

C. Consequences

D. Inference

Which of these best describes the component level under reuse?

A. You don’t reuse software directly but use knowledge of successful abstractions in the design of your software

B. You directly reuse objects from a library rather than writing the code yourself

C. They are collections of objects and object classes that you reuse in application systems

D. None of the above

In configuration management activities, where support is provided to allow users to report bugs and other problems, best describes

A. Version management

B. Problem tracking

C. System integration

D. All of the above

Under Host-target development a platform includes which components?

A. The installed operating system

B. Other supporting software such as a database management system

C. An interactive development environment

D. All of the above

Why are IDEs created?

A. To support development in a specific programming language such as Java

B. To have a set of software tools that supports different aspects of software development

C. Options 1 and 2

D. None of the above

Why does the Free Software Foundation advocate that software should not be proprietary?`

A. To be able to sell easier

B. To make more money

C. Easier to use for software design and implementation

D. To always be available for users to examine and modify as they wish

You access the functionality of these objects through the defined component interface.

A. Yes

B. No

C. Maybe

The following are type(s) of interfaces?

A. Parameter Interfaces

B. Shared Disk Interfaces

C. A and B

D. Message point Interfaces

Which of the following statement(s) is/are incorrect?

A. Always test pointer parameters with null pointers.

B. Design tests which do not cause the component to fail.

C. Use stress testing in message passing systems.

D. A and C

The primary goal of release testing is to

A. Convince the client that they will sell alot of products

B. Convince the supplier of the system that it is good enough for use.

C. Convince the supplier to take the product

D. Build more software

Which of the following statements are correct?

A. Part of release testing may involve testing the emergent properties of a system, such as performance and reliability.

B. Tests should reflect the profile of use of the system.

C. Performance tests usually involve planning a series of tests where the load is steadily increased until the system performance becomes unacceptable.

D. All of the above

When do urgent changes have to be implemented without going through all stages of the software engineering process?

A. If a serious system fault has to be repaired to allow normal operation to continue;

B. If changes to the system’s environment (e.g. an OS upgrade) have unexpected effects;

C. If there are business changes that require a very rapid response (e.g. the release of a competing product).

D. All of the above

Do performance tests usually involve planning a series of tests where the load is steadily increased until the system performance becomes unacceptable?

A. Yes

B. No.

C. Maybe

User or customer testing is a stage in the testing process in which users or customers do not provide input and advice on system testing.

A. Yes

B. No

C. Maybe

Types of user testing

A. Alpha Testing

B. Beta Testing

C. Acceptance testing

D. All of the above

What stage is not in acceptance testing

A. Define acceptance criteria

B. Plan acceptance testing

C. Decision acceptance tests

D. Run acceptance tests