c. To outline the structure and layout of the interface

d. To add colors and visual elements to the design

Unit-III

1. **What is the primary goal of user interface design?**
   a. To create visually appealing interfaces
   b. To develop complex algorithms
   c. To enhance the user experience and usability
   d. To optimise database performance

2. **Which principle emphasizes that the most important information should be easily accessible to users?**
   a. Consistency
   b. Feedback
   c. Visibility
   d. Simplicity

3. **What is the purpose of the "Golden Rule of Interface Design"?**
   a. To use gold-colored elements in the interface
   b. To treat users how you would like to be treated as a user
   c. To follow a strict set of rules in design
   d. To prioritise aesthetics over functionality

4. **Which design principle suggests that similar actions or inputs should lead to similar outcomes or results?**
   a. Consistency
   b. Flexibility
   c. Visibility
   d. Simplicity

5. **What is the purpose of user feedback in interface design?**
   a. To confuse users
   b. To distract users from the interface
   c. To enhance communication and inform users about system status
   d. To slow down the interaction process

6. **Which type of menu displays all available options to the user at once?**
   a. Dropdown menu
   b. Context menu
   c. Pop-up menu
   d. Flat menu

7. **What is the role of wireframes in the user interface design process?**
   a. To test the final product with users
   b. To create a high-fidelity representation of the interface

8. **Which design element refers to the arrangement and presentation of information on a screen?**
   a. Typography
   b. Color scheme
   c. Layout
   d. Iconography

9. **What does the term "affordance" mean in the context of user interface design?**
   a. The perceived cost of using a system
   b. The ability of an interface element to suggest its functionality or use
   c. The degree of flexibility in a design
   d. The speed of system response

10. **Which design principle emphasizes minimising the number of steps or actions required to complete a task?**
    a. Consistency
    b. Efficiency
    c. Flexibility
    d. Visibility

11. **What is the primary purpose of a prototype in the software development process?**
    a. To serve as the final product
    b. To test the system in a real-world environment
    c. To gather feedback and validate requirements
    d. To optimise database performance

12. **Which type of prototype is developed quickly with minimal functionality to gather initial user feedback?**
    a. Throwaway/Rapid Prototyping
    b. Evolutionary Prototyping
    c. Incremental Prototyping
    d. Extreme Prototyping

13. **What is the primary advantage of Throwaway/Rapid Prototyping?**
    a. It results in a production-ready system.
    b. It allows for ongoing development and refinement.
    c. It is cost-effective and quick to produce.
    d. It is suitable for large-scale projects.

14. **Which prototyping approach involves building a complete, albeit basic, version of the final system that is refined over time?**
    a. Throwaway/Rapid Prototyping
    b. Evolutionary Prototyping
    c. Incremental Prototyping
    d. Extreme Prototyping

15. In incremental prototyping, how is the system functionality delivered to users?
    a. All at once in the final version
    b. In a series of small, manageable segments
    c. Through rapid iterations
    d. In a single, large release

16. Which type of prototype is often used in the development of web applications or user interfaces?
    a. Throwaway/Rapid Prototyping
    b. Evolutionary Prototyping
    c. Incremental Prototyping
    d. Extreme Prototyping

17. What is the purpose of a functional prototype?
    a. To simulate the final system's appearance and navigation
    b. To gather feedback on the system's usability
    c. To demonstrate specific features or functions
    d. All of the above

18. What is a potential disadvantage of prototyping?
    a. Increased user involvement
    b. Difficulty in obtaining accurate feedback
    c. Cost overruns due to extended development time
    d. Enhanced system stability

19. Which phase of the software development life cycle is prototyping most commonly associated with?
    a. Design
    b. Testing
    c. Implementation
    d. Requirements Analysis

20. What is the term for a prototype that is refined and improved until it evolves into the final product?
    a. Throwaway prototype
    b. Evolutionary prototype
    c. Incremental prototype
    d. Final prototype

21. What is the primary goal of software construction in the software development process?
    a. Requirement analysis
    b. Design and architecture
    c. Coding and implementation
    d. Testing and validation

22. Which of the following is a fundamental principle of good coding practices?
    a. Writing as much code as quickly as possible
    b. Using complex and obscure variable names
    c. Maximising code readability and maintainability
    d. Avoiding comments in the code

23. What is the purpose of code refactoring during software construction?
    a. To introduce bugs into the code
    b. To improve the performance of the code
    c. To add new features to the software
    d. To enhance the structure and readability of the code without changing its functionality

24. Which software construction principle emphasizes breaking down a complex problem into smaller, more manageable components?
    a. Divide and Conquer
    b. Agile Development
    c. Waterfall Model
    d. Spiral Model

25. What is the role of unit testing in the software construction process?
    a. To test the entire system as a whole
    b. To verify that individual components or units of code work as expected
    c. To conduct performance testing
    d. To test user interfaces

26. What is the purpose of version control systems in software construction?
    a. To limit access to the code
    b. To manage and track changes to the codebase
    c. To prevent code sharing among team members
    d. To slow down the development process

27. Which programming paradigm focuses on structuring code as reusable and interchangeable components?
    a. Procedural programming
    b. Object-Oriented Programming (OOP)
    c. Functional programming
    d. Imperative programming

28. What is the purpose of a coding standard in software construction?
    a. To enforce a specific programming language
    b. To limit the creativity of developers
    c. To ensure consistency and uniformity in code style
    d. To prevent the use of third-party libraries

29. Which software construction activity involves identifying and fixing errors or defects in the code?
   a. Coding
   b. Debugging
   c. Testing
   d. Refactoring

30. What does the term 'code optimisation' refer to in software construction?
   a. Writing code quickly without concern for efficiency
   b. Minimising the size of the codebase
   c. Enhancing code performance by improving speed and resource utilisation
   d. Removing comments and documentation from the code

31. What is the primary purpose of documentation in software development?
   a. To slow down the development process
   b. To provide legal protection for developers
   c. To communicate and share information about the software
   d. To serve as a backup for the codebase

32. Which type of documentation provides an overview of the entire software system, its components, and their relationships?
   a. User documentation
   b. Technical documentation
   c. Design documentation
   d. System documentation

93. What is the purpose of user documentation?
   a. To guide developers during coding
   b. To provide information and instructions for end-users
   c. To document the technical details of the software
   d. To facilitate version control

34. Which document outlines the intended features, functionalities, and constraints of a software system?
   a. Test plan
   b. Requirement specification
   c. User manual
   d. Code documentation

35. What is the purpose of code documentation?
   a. To serve as a user guide for the software
   b. To document the design and architecture of the software
   c. To explain the internal logic and implementation of the code
   d. To provide information about end-user functionalities

36. Which document outlines the steps and procedures for testing the software?
   a. User manual
   b. Test plan
   c. Technical documentation
   d. System documentation

37. What is the purpose of maintenance documentation in software development?
   a. To track user feedback
   b. To facilitate version control
   c. To guide future maintenance activities
   d. To document the legal aspects of the software

38. Which document provides a detailed explanation of the software's design, architecture and components for developers and maintainers?
   a. User manual
   b. Test plan
   c. Technical documentation
   d. System documentation

39. What is the role of release notes in software documentation?
   a. To document legal agreements
   b. To provide information about the software's release history, changes, and updates
   c. To outline the software's testing procedures
   d. To guide end-users on software installation

40. Which type of documentation is often used for code version control and collaboration among developers?
   a. User documentation
   b. Technical documentation
   c. Requirement specification
   d. System documentation