

Unit 3 mcq software engineering

1. Which of the following is golden rule for interface design?

- a) Place the user in control
- b) Reduce the user's memory load
- c) Make the interface consistent
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: These golden rules actually form the basis for a set of user interface design principles that guide this important software design activity.

2. Which of the following is not a design principle that allow the user to maintain control?

- a) Provide for flexible interaction
- b) Allow user interaction to be interrupt-able and undo-able
- c) Show technical internals from the casual user
- d) Design for direct interaction with objects that appear on the screen

[View Answer](#)

Answer: c

Explanation: The user interface should move the user into the virtual world of the application.

3. Which of the following is not a user interface design process?

- a) User, task, and environment analysis and modeling
- b) Interface design
- c) Knowledgeable, frequent users
- d) Interface validation

[View Answer](#)

Answer: c

Explanation: These are the end user for whom the product is being built.

4. When users are involved in complex tasks, the demand on _____ can be significant.

- a) short-term memory
- b) shortcuts
- c) objects that appear on the screen
- d) all of the mentioned

[View Answer](#)

Answer: a

Explanation: The interface should be designed to reduce the requirement to remember past actions and results.

5. Which of the following option is not considered by the Interface design?

- a) the design of interfaces between software components
- b) the design of interfaces between the software and human producers and consumers of information
- c) the design of the interface between two computers
- d) all of the mentioned

[View Answer](#)

Answer: c

Explanation: None

6. A software might allow a user to interact via

- a) keyboard commands
- b) mouse movement
- c) voice recognition commands
- d) all of the mentioned

[View Answer](#)

Answer: d

Explanation: All the mentioned input mediums are available today.

7. A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.

- a) True
- b) False

[View Answer](#)

Answer: a

Explanation: The statement is true.

8. What incorporates data, architectural, interface, and procedural representations of the software?

- a) design model
- b) user's model
- c) mental image
- d) system image

[View Answer](#)

Answer: a

Explanation: The requirements specification may establish certain constraints that help to define the user of the system, but the interface design is often only incidental to the design model.

9. What establishes the profile of end-users of the system?

- a) design model
- b) user's model
- c) mental image
- d) system image

[View Answer](#)

Answer: b

Explanation: To build an effective user interface, all design should begin with an understanding of the intended users, including their profiles of their age, physical abilities, education, etc.

10. What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?

- a) mental image
- b) interface design
- c) system image
- d) interface validation

[View Answer](#)

Answer: c

Explanation: When the system image and the system perception are coincident, users generally feel comfortable with the software and use it effectively.

Q1. Amongst which of the following is / are suitable to define User Interface Design in Software Engineering.

- A. It is an effective communication medium between a human and a computer
- B. It identifies interface objects and actions
- C. It creates a screen layout that forms the basis for a user interface prototype
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

User Interface Design it is an effective communication medium between a human and a computer, it identifies interface objects and actions, it creates a screen layout that forms the basis for a user interface prototype.

Q2. User Interface Design implemented by software engineers; it is an iterative process that draws on predefined design principles.

- A. True
- B. False

Answer: A) True

Explanation:

User Interface Design is an iterative process that draws on specified design principles; a software engineer creates the user interface for the application.

Q3. Amongst which of the following is / are shows the significance of User Interface Design in Software Engineering.

- A. It makes software design easy to use
- B. It offers software design and its functionality as per user's convenience
- C. The interface has to be right to molds a user's perception of the software
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

The significance of User Interface Design in Software Engineering is to make software design easy to use; it offers software design and its functionality as per user's convenience and the interface has to be right to molds a user's perception of the software.

Q4. User interface design begins with,

- A. Identification of user, task, and environmental requirements
- B. User scenarios are created and analysed to define a set of interface objects and actions
- C. It creates a screen layout that depicts graphical design
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

User interface design begins with the identification of user, task, and environmental requirements, user scenarios are created and analyzed to define a set of interface objects and actions and creates a screen layout that depicts graphical design.

Q5. In User interface design, screen layout denotes,

- A. Graphical design and placement of icons
- B. To define of descriptive screen text, specification and titling of windows
- C. Specification of major and minor menu items
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

In User interface design, screen layout denotes graphical design and placement of icons, to definition of descriptive screen text, specification and titling of windows and describes the specification of major and minor menu items.

Q6. In User Interface Design, tools are used to,

- A. To make prototype and implement the design model
- B. To get qualitative results
- C. Both A and B
- D. None of the mentioned above

Answer: C) Both A and B

Explanation:

In User Interface Design, tools are used to make prototype and implement the design model and to get qualitative results.

Q7. Amongst which of the following is / are the work product of User Interface Design?

- A. User scenarios are created
- B. Screen layouts are generated
- C. An interface prototype is developed and modified in an iterative fashion
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

The work product of User Interface Design is used to create user scenarios, Screen layouts are generated and an interface prototype is developed and modified in an iterative fashion.

Q8. After creating a User Interface Design, its functionality can be tested by,

- A. Interface prototype is tested by the users
- B. To get the feedback from the test drive is used for the next iterative modification
- C. Both A and B

D. None of the mentioned above

Answer: C) Both A and B

Explanation:

User Interface Design can be checked through Interface prototype by its users and its feedback is used for the next iterative modification.

Q9. As per the "Theo Mandel", the golden rules of User Interface Design are,

- A. Place the user in control
- B. Reduce the user's memory load
- C. Make the interface consistent
- D. None of the mentioned above

Answer: B) Reduce the user's memory load

Explanation:

Theo Mandel has defined three golden rules of user interface design; these are place the user in control, reduce the user's memory load and make the interface consistent. These golden standards serve as the foundation for a set of user interface design guidelines that govern the development of the component of software development.

Q10. As per the "Theo Mandel", in the golden rules of User Interface Design, what is the purpose of place the user in control?

- A. A key user was asked about the attributes of the window-oriented graphical interface
- B. A system has to build using integrating its multiple components
- C. A system has to reviewed and examines its functionality
- D. None of the mentioned above

Answer: A) A key user was asked about the attributes of the window-oriented graphical interface

Explanation:

During requirements gathering session for a large new information system, a key user was quizzed on the characteristics of the windowed graphical interface that would be used.

Q11. Amongst which of the following is / are best suitable to justify the User Interface Design functions.

- A. Define interaction modes that does not force a user into unnecessary or undesired actions
- B. Hide technical internals from the casual user & provides for flexible interaction
- C. Design for direct interaction with objects that appear on the screen
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

User Interface Design functions gives interaction modes that does not force a user into unnecessary or undesired actions, hide technical internals from the casual user & provides for flexible interaction and design for direct interaction with objects that appear on the screen.

Q12. As per the 'Theo Mandel', in the golden rules of User Interface Design, reduce the user's memory load enables to?

- A. Reduce demand on short-term memory
- B. Establish meaningful defaults
- C. Define shortcuts that are intuitive
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

As per the 'Theo Mandel', in the golden rules of User Interface Design, reduce the user's memory load enables to reduce demand on short-term memory, establish meaningful defaults and define shortcuts that are intuitive.

Q13. As per the 'Theo Mandel', in the golden rules of User Interface Design, Make the Interface Consistent enables to?

- A. Allow the user to put the current task into a meaningful context
- B. Maintain consistency across a complete product line
- C. Do not change existing system, if expectations met unless there is a compelling reason to do
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

In User Interface Design, Make the Interface Consistent enables to allow the user to put the current task into a meaningful context, maintain consistency across a complete product line and do not change existing system, if expectations met unless there is a compelling reason to do.

Q14. What is the user interface analysis and design?

- A. It's a process of system implementation
- B. It is an overall process for analysing and designing a user interface
- C. It's a process of system testing
- D. None of the mentioned above

Answer: B) It is an overall process for analysing and designing a user interface

Explanation:

A user interface analysis and design is an overall process for analysing and designing a user interface. It all starts with the development of various models of system function and progresses from there.

Q15. Interface Analysis and Design Models are used to,

- A. Analysed and designed the user interface
- B. Creates a design model
- C. An interface designer reconciles and derives a consistent representation of the interface
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

Interface Analysis and Design Models are used to analysed and designed the user interface creates a design model and an interface designer reconciles and derives a consistent representation of the interface.

Q16. To build an effective user interface, all design should begin with,

- A. Understanding of the intended users with age, gender, education, cultural background etc
- B. Users can be categorized as novices, knowledgeable, intermittent users
- C. A design model developed to accommodate the information contained in the user model
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

To build an effective user interface, "all design should begin with understanding of the intended users with age, gender, education, cultural background etc.; Users can be categorized as novices, knowledgeable, intermittent users and design model developed to accommodate the information contained in the user model.

Q17. Amongst which of the following is a correct sequence of the user interface design process,

- A. Interface analysis and modelling → interface design → interface construction → interface validation
- B. Interface design → interface construction → interface validation → Interface analysis and modelling
- C. Interface construction → Interface design → interface validation → Interface analysis and modelling
- D. Interface validation → Interface design → Interface construction → Interface analysis and modelling

Answer: A) Interface analysis and modelling → interface design → interface construction → interface validation

Explanation:

A correct sequence of the user interface design process is Interface analysis and modelling → interface design → interface construction → interface validation.

Q18. An Interface analysis focuses on,

- A. The profile of the users who will interact with the system
- B. Skill level, business understanding, and general receptiveness to the new system
- C. For each user category, requirements are elicited
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

An Interface analysis focuses on the profile of the users who will interact with the system, skill level, business understanding, and general receptiveness to the new system and for each user category, requirements are elicited.

Q19. Interface Analysis is a group of,

- A. User Analysis
- B. Task Analysis and Modelling

- C. Analysis of Display Content
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

Interface Analysis is a group of user analysis, task analysis and modelling and analysis of display content.

Q20. Interface design steps are,

- A. Applying Interface Design Steps
- B. User Interface Design Patterns
- C. Design Issues
- D. All of the mentioned above

Answer: D) All of the mentioned above

Explanation:

Interface design steps are applying interface design steps, user interface design patterns and design issues.

1 What is user-interface ?

- A** Helps users to communicate using windows, icons with the computer system and application system
- B** It converts program to machine language form
- C** Transmit data to a remote location as packets
- D** None of these above

[View Answer](#) [Comment](#)

Answer: Option [A]

2 What is/are the main component / components of user interface ?

- A** Presentation language
- B** Action language
- C** Both [A] and [B]
- D** Only [A]

[View Answer](#) [Comment](#)

Answer: Option [C]

3 Which type of user interface provide input by typing a string in the keyboard ?

- A Graphical user interface
- B Command line user interface
- C Natural language interface
- D Menu interface

[View Answer](#) [Comment](#)

Answer: Option [B]

4 Natural language user interface can accept input in the form of

- A string command
- B speech
- C image
- D none of these

[View Answer](#) [Comment](#)

Answer: Option [B]

5 In which type of interface users provide commands selecting from a menu ?

- A Command language interface
- B Graphical user interface
- C voice recognition user interface
- D None of these above

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Answer: Option [B]

1. Object oriented analysis and design can be handled by the one who knows UML.

- a) True
- b) False

[View Answer](#)

Answer: b

Explanation: The Unified Modelling Language includes a set of graphic notation techniques to create visual models of object-oriented software-intensive systems.

2. At Conceptual level Class diagrams should include

- a) operations only
- b) attributes only
- c) both operations and attributes
- d) none of the mentioned

[View Answer](#)

Answer: b

Explanation: In software engineering, a class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations, and the relationships among objects.

3. Select the statement true for activity diagrams.

- a) They can be used to discover parallel activities
- b) They are used to depict workflow for a particular business activity
- c) Activity diagram do not tell who does what and are difficult to trace back to object models
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: Activity diagrams are graphical representations of workflows of step wise activities and actions with support for choice, iteration and concurrency.

4. Constraints can be represented in UML by

- a) {text}
- b) [text].
- c) Constraint
- d) None of the mentioned

[View Answer](#)

Answer: a

Explanation: Constraints are represented by {text string}.

5. What is an object?

- a) An object is an instance of a class
- b) An object includes encapsulation of data
- c) An object is not an instance of a class
- d) All of the mentioned

[View Answer](#)

Answer: a

Explanation: An object is an instance of a class.

6. What is an abstract class?

- a) A class that has direct instances, but whose descendants may have direct instances
- b) A class that has direct instances, but whose descendants may not have direct instances
- c) A class that has no direct instances, but whose descendants may have direct instances
- d) All of the mentioned

[View Answer](#)

Answer: c

Explanation: An abstract type is a type in a nominative type system which cannot be instantiated directly.

7. Which of the following are the valid relationships in Use Case Diagrams

- a) Generalization
- b) Include
- c) Extend
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: Generalization, include, extend all of these are valid relationships in use case diagrams.

8. Which of the following statement(s) is true about interaction diagrams?

- a) Interaction diagrams are at their best when they deal with one main design flow and not multiple variants that can happen
- b) Interaction diagrams are good at designing part or all of one use case's functionality across multiple objects
- c) Interaction diagrams allow the analyst to show iteration and conditional execution for messaging between objects
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: Interaction diagram is used to describe some type of interactions among the different elements in the model. So this interaction is a part of dynamic behaviour of the system.

9. UML interfaces are used to:

- a) specify required services for types of objects
- b) program in Java, but not in C++ or Smalltalk
- c) define executable logic to reuse across classes
- d) define an API for all classes

[View Answer](#)

Answer: a

Explanation: An interface is like a template design for a class that contains no data or implementation; only definitions for methods, properties etc.

10. Referring to the attached diagram, the arrow indicates:

- a) Navigability
- b) Dependency
- c) Association
- d) Refers to

[View Answer](#)

Answer: a

Explanation: The arrows describe the ways you can navigate.

1. Which of the following is not needed to develop a system design from concept to detailed object-oriented design?

- a) Designing system architecture
- b) Developing design models
- c) Specifying interfaces
- d) Developing a debugging system

[View Answer](#)

Answer: d

Explanation: The debugging system is a part of testing phase.

2. Which of the following is a dynamic model that shows how the system interacts with its environment as it is used?

- a) system context model
- b) interaction model
- c) environmental model
- d) both system context and interaction

[View Answer](#)

Answer: b

Explanation: None.

3. Which of the following is a structural model that demonstrates the other systems in the environment of the system being developed?

- a) system context model
- b) interaction model
- c) environmental model
- d) both system context and interaction

[View Answer](#)

Answer: a

Explanation: The context model of a system may be represented using associations.

Associations simply show that there are some relationships between the entities involved in the association

4. Which of the following come under system control?

- a) Reconfigure
- b) Shutdown
- c) Power save
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: Functionalities are governed by the system.

5. We use _____ where various parts of system use are identified and analysed in turn.

- a) tangible entities
- b) scenario-based analysis
- c) design-based analysis
- d) none of the mentioned

[View Answer](#)

Answer: b

Explanation: Use a scenario-based analysis where various scenarios of system use are identified and analysed in turn.

6. Which model describes the static structure of the system using object classes and their relationships?

- a) Sequence model
- b) Subsystem model
- c) Dynamic model
- d) Structural model

[View Answer](#)

Answer: d

Explanation: Important relationships that may be documented at this stage are generalization (inheritance) relationships, uses/used-by relationships, and composition relationships.

7. Which model shows the flow of object interactions?

- a) Sequence model
- b) Subsystem model
- c) Dynamic model

d) Both Sequence and Dynamic model

[View Answer](#)

Answer: a

Explanation: Sequence model are represented using a UML sequence or a collaboration diagram and are dynamic models.

8. If the system state is Shutdown then it can respond to which of the following message?

- a) restart()
- b) reconfigure()
- c) power Save()
- d) all of the mentioned

[View Answer](#)

Answer: d

Explanation: A restart() message causes a transition to normal operation. Both the power Save() and reconfigure() messages cause a transition to a state in which the system reconfigures itself.

9. Which message is received so that the system moves to the Testing state, then the Transmitting state, before returning to the Running state?

- a) signal Status()
- b) remote Control()
- c) reconfigure()
- d) report Status()

[View Answer](#)

Answer: d

Explanation: None.

10. Open source development involves making the source code of a system publicly available.

- a) True
- b) False

[View Answer](#)

Answer: a

Explanation: This means that many people can propose changes and improvements to the software.

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[View Answer](#)

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- b) Dependency
- c) Association
- d) Refers to

[View Answer](#)

Answer: a

Explanation: The arrows describe the ways you can navigate.

Q1. How many views of the software can be represented through the Unified Modelling Language (UML)?

- a. Four
- b. Five
- c. Nine
- d. None of the above

Answer: b. Five

Explanation:

There are 5 views that can be represented through the UML: User's view, Behavioural View, Structural View, Environmental View, implementation view.

Q2. Which of the following UML diagrams represent the structural View of the software?

- a. Class diagram
- b. Object diagram
- c. Both a. and b.
- d. None of the above

Answer: c. Both a. and b.

Explanation:

There are 2 UML diagrams that represent the structural view of the software: Class diagrams and the object diagrams.

Q3. Which of the following is not a UML diagram?

- a. Class diagram
- b. Object Diagram
- c. Interface diagram
- d. Use case model

Answer: c. Interface diagram

Explanation:

There is no UML diagram such as interface diagram.

Q4. Which of the following statements is true?

- i. **There are 5 views that are represented through the Unified Modelling Language (UML).**
 - ii. **These 5 views in UML are represented through 9 UML diagrams.**
- a. Only i is true
 - b. Only ii is true
 - c. Both i and ii are true
 - d. None of them is true

Answer: c. Both i and ii is true

Explanation:

Both the stated statements are true because there are 5 views of the UML namely: User's view, Behavioural View, Structural View, Environmental View, implementation view. And these views are represented through 9 UML diagrams which are as follows: Use case diagram, Sequence Diagram, Collaboration Diagram, State chart Diagram, Activity Diagram, Class Diagrams, Object Diagrams, Deployment diagram, Component Diagram.

Q5. Which of the following views represents the interaction of the user with the software but tells nothing about the internal working of the software?

- a. Use case diagram
- b. Activity diagram
- c. Class diagram
- d. All of the above

Answer: a. Use case diagram

Explanation:

Use case diagram is the one in which the user's part of interaction with the software is defined. No internal working of the software is defined in this model.

Q6. UML describes the real-time systems

- a. True
- b. False

Answer: a) True

Explanation:

UML describes the real-time systems. It is very important to make a conceptual model and then proceed gradually.

Q7. UML ... gives an overview of a software system.

- a. Class diagram
- b. List of attributes
- c. List of operations
- d. All of the above

Answer: a) Class diagram

Explanation:

UML Class diagram gives an overview of a software system by displaying classes, attributes, operations, and relationships.

Q8. An UML diagram which has a static view?

- a. Use case
- b. Class diagram
- c. List
- d. None of these

Answer: a) Use case

Explanation:

A case diagram is used to take the functionality, while the functions and the operation are captured by a dynamic model/view.

Q9. ... shows a full or partial view of the structure within a precise time for a modelled system?

- a. Sequence Diagram
- b. Object Diagram
- c. Collaboration Diagram

d. Class Diagram

Answer: b) Object Diagram

Explanation:

An object diagram emphasizes a unique set of instances and attributes of objects and the relations between the instances. It is a static snapshot of the system with a dynamic view.

Q10. Sequence diagram is ... oriented.

- a. Time
- b. Class
- c. Activity
- d. None of these

Answer: a) Time

Explanation:

A sequence diagram's timeline along which tasks are completed.

Q11. UML is not a programming language; it is rather a visual language.

- a. True
- b. False

Answer: a) True

Explanation:

UML is a visual language, not a programming language.

Q12. Structural Diagrams do not capture static aspects or structure of a system.

- a. True
- b. False

Answer: b) False

Explanation:

structural Diagrams capture static aspects or structure of a system. Structural Diagrams include Component Diagrams, Object Diagrams, Class Diagrams and Deployment Diagrams.

Q13. UML Class and objects consist of ...

- a. Digits
- b. Letters
- c. Punctuation Characters
- d. All of these

Answer: d) All of these

Explanation:

UML Class and objects are the combinations of Digits, Letters and Punctuation Characters.

Q14. ... diagram is time-oriented?

- a. Sequence
- b. Collaboration
- c. Activity
- d. None of the mentioned

Answer: a) Sequence

Explanation:

A sequence diagram is time-oriented.

Q15. Behaviour Diagrams includes ...

- a. Use Case Diagrams
- b. State Diagrams
- c. Activity Diagrams
- d. All of these

Answer: d) All of these

Explanation:

Behaviour Diagrams Capture dynamic aspects or behaviour of the system. Behaviour diagrams include Use Case Diagrams, State Diagrams, Activity Diagrams and Interaction Diagrams.

Q16. Composite Structure Diagram is used to represent the internal structure of a class.

- a. True
- b. False

Answer: a) True

Explanation:

The Composite Structure Diagram is used to represent the internal structure of a class using composite structure diagrams. The relationship between components and their configuration is defined by a composite structure diagram that defines how the classifier (class, part, or deployment node) operates.

Q17. Things in UML can be ...

- a. Structural
- b. Behavioural
- c. Grouping
- d. All of these

Answer: d) All of these

Explanation:

Things are the most important building blocks of UML. Things can be Structural, Behavioural, Grouping and Annotation.

Q18. One of the Characteristics of UML?

- a. It is a generalized modelling language.
- b. It is distinct from other programming languages like C++, Python, etc.
- c. It is interrelated to object-oriented analysis and design.
- d. It is used to visualize the workflow of the system.
- e. All of these

Answer: e) All of these

Explanation:

All of the mentioned points are the key characteristics of UML.

Q19. A conceptual model in UML is composed of several interrelated concepts. It makes it easy to understand the objects and how they interact with each other.

- a. True
- b. False

Answer: a) True

Explanation:

In UML, a conceptual model is composed of interrelated concepts. It describes the objects and how they interact with each other.

Q20. Deployment Diagram is used to represent system hardware and its software.

- a. True
- b. False

Answer: a) True

Explanation:

To represent the device hardware and its software, Deployment Diagrams are used. It informs us the components of the hardware exist and what components of the software run on them.

1.who consider diagrams as a type of Class diagram, component diagram, object diagram, and deployment diagram?

- A) structural
- B) behavioural
- C) non-behavioural
- D) non structural

Answer: a

2._____are Weak entities are represented in UML diagrams by using aggregations.

- A) qualified
- B) non-qualified
- C) non-qualified
- D) qualified

Answer: d

3._____ represented by In UML diagrams, relationship between component parts and object.

- A) ordination
- B) aggregation
- C) segregation
- D) increment

Answer: b

4.which type they considered Activity diagram, use case diagram, collaboration diagram, and sequence diagram?

- A) non-behavioural
- B) non-structural
- C) structural

D) behavioural

Answer d

General Knowledge: *How many types of UML Diagrams?*

5. which diagram is used to show interactions between messages are classified as?

- A) activity
- B) state chart
- C) collaboration
- D) object lifeline

Answer c

6. which diagrams are used to distribute files, libraries, and tables across topology of the hardware

- A) deployment
- B) use case
- C) sequence
- D) collaboration

Answer: a

7. which diagram that helps to show Dynamic aspects related to a system?

- A) sequence
- B) interaction
- C) deployment
- D) use case

Answer: b

8. simple name in UML Class and objects consist of _____.

- A) Letters
- B) Digits
- C) Punctuation Characters
- D) All of the mentioned

Answer: d

9. which of the following Composite name consists of in a UML Class and object diagram?

- A) Delimiter
- B) Simple names
- C) Digits
- D) All of the mentioned

Answer: d

10. which of these abstractions class consist?

- A) Set of the objects
- B) Operations
- C) Attributes
- D) All of the mentioned

Answer: d

11. which of these compartments divided in class?

- A) Name
- B) Attribute
- C) Operation
- D) All of the mentioned

Answer: d

12. which of the following attribute is a data item held by?

- A) Class
- B) Object
- C) All of the mentioned
- D) None of the mentioned

Answer: c

13. Mentioned as _____ attributes for conceptual modelling?

- A) Initial Values
- B) Names
- C) All of the mentioned
- D) None of the mentioned

Answer: c

14. An operation can be described as _____.

- A) Object
- B) Class
- C) Functions
- D) Object & Class

Answer: d

15. _____ are part of the class operation specification format.

- A) name
- B) parameter list
- C) return-type list
- D) all of the mentioned

Answer: d

16. Which among the optional statement is true?

- A) Associations may also correspond between instances of three
- B) Association lines may be unlabelled
- C) All of the mentioned
- D) None of the mentioned

Answer: c

17. Multiplicity for an association _____.

- A) association is the number of instances with a single instance
- B) association is the number of instances with a number instance
- C) All of the mentioned
- D) None of the mentioned

Answer: a

18. _____ among these are the rules to be considered to form Class diagrams.

- A) Class symbols least a name compartment
- B) The compartment can be in random order
- C) Attributes and operations can be listed
- D) None of the mentioned

Answer: a

20. These are the heuristics _____.

- A) Name classes attributes with noun phrases
- B) Name operations with verb phrases
- C) Stick to binary associations
- D) All of the mentioned

Answer: d

21. An object symbol is divided into _____ part of compartment

- A) Top
- B) Bottom
- C) All of the mentioned
- D) None of the mentioned

Answer: c

22. _____ diagram is time-oriented?

- A) Collaboration
- B) Sequence
- C) Activity
- D) None of the mentioned

Answer: b

23. which term are combined Interaction Diagram?

- A) Sequence Diagram + Collaboration Diagram
- B) Activity Diagram + State Chart Diagram
- C) Deployment Diagram + Collaboration Diagram
- D) None of the mentioned

Answer: a

24. Structure diagrams emphasize the things present system being modelled.

- A) True
- B) False

Answer: a

25. _____ diagram in UML shows a complete of a modelled system at a specific time.

- A) Sequence
- B) Collaboration
- C) Class
- D) Object

Answer: d

26. _____ UML diagrams has a static view.

- A) Collaboration
- B) Use case
- C) State chart
- D) Activity

Answer: b

Which of the following diagrams are behavioural diagrams?

Separate the behavioural diagrams?

Profile Diagram, Deployment Diagram, Activity Diagram, Use Case Diagram, Timing Diagram, Package Diagram, Component Diagram, Sequence Diagram, Communication Diagram, State Machine Diagram, Interaction Overview Diagram, Composite Structure Diagram, Class Diagram, Object Diagram.

Answer:

- **Behavioural UML Diagrams**

- Use Case Diagram
- Activity Diagram
- State Machine Diagram
- Sequence Diagram
- Communication Diagram

- Interaction Overview Diagram
- Timing Diagram

- This set of Software Design online quiz focuses on “Use Case Descriptions and Models”.
- 1. Use case descriptions consist of interaction among which of the following?
 - a) Product
 - b) Use case
 - c) Actor
 - d) Product & Actor[View Answer](#)
- Answer: d
Explanation: Use case description is the interaction among product and actors in a use case.
- 2. Use case description contents include _____
 - a) Use case name and number
 - b) Actors
 - c) Stakeholder and needs
 - d) All of the mentioned[View Answer](#)
- Answer: d
Explanation: Use case includes all of the contents.
- 3. Which of these statements are truly acceptable?
 - a) A precondition is an assertion guaranteed to be true when the activity or operation finishes
 - b) A post condition is an assertion guaranteed to be true when the activity or operation begins
 - c) Trigger is an event which cause a use case to begin
 - d) None of the mentioned[View Answer](#)
- Answer: c
Explanation: Precondition is when operation begins and post condition is when operation finishes.
- 4. Which descriptions are true for the use case description format?
 - a) Underline text refers to another use case
 - b) Extensions section uses complicated numbering scheme
 - c) Indentation is used in order to make extensions easier to read
 - d) All of the mentioned[View Answer](#)
- Answer: d
Explanation: Use case description format includes the following stated descriptions.
- 5. What are the methods in which use case descriptions can be written?
 - a) Actors in a use case are almost always stakeholders
 - b) Preconditions must be true before statement begins
 - c) Need list should be reviewed when writing each use case
 - d) All of the mentioned[View Answer](#)

- Answer: d
Explanation: All the statement depicts the method in which use case description can be written.
- 6. What is true in context to extensions?
a) Once the basic flow is defined, the extensions can be specified
b) The alternatives are called extension as they extend the activity flow in a different direction from branch point
c) All of the mentioned
d) None of the mentioned
[View Answer](#)
- Answer: c
Explanation: Extension are to be defined at first and do extend the flow from branch out.
- 7. The Use case Description Heuristics includes which of these?
a) Fill in the use case template from top to bottom
b) Write simple declarative sentences in active voice
c) Avoid sequence of steps by the actors and product
d) All of the mentioned
[View Answer](#)
- Answer: d
Explanation: All of the conditions are the heuristics which are to be followed for use case description.
- 8. A different alternative must consists of?
a) Different Actors
b) Different Use cases
c) Different Overall product functionality
d) All of the mentioned
[View Answer](#)
- Answer: d
Explanation: A different alternative consists all of the mentioned different aspects.
- 9. Which of the following statement is true?
a) Interactions supported by a product are catalogued in a use case description
b) Interactions are refined in use case diagram
c) All of the mentioned
d) None of the mentioned
[View Answer](#)
- Answer: d
Explanation: Interaction supported by a product are catalogued in use case diagram, Interaction are refined in use case description.
- 10. Which steps are included in use case driven iterative development?
a) At each iteration, one or more use cases are selected for implementation
b) Iteration should be followed until the system is complete
c) Iterative development builds system functionality gradually through analysis, design, coding, testing and evaluation
d) All of the mentioned
[View Answer](#)
- Answer: d
Explanation: All the steps are included for iterative development.
- 1. What are prototypes?
a) Prototypes is a working model of part or all of a final product
b) Prototypes does not represent any sort of models
c) Prototype can never consist of full size

d) All of the mentioned

[View Answer](#)

- Answer: a
Explanation: Prototypes exists usually in full size, Prototype itself is a model.
- 2. What are the types of prototypes?
 - a) Horizontal prototypes
 - b) Vertical Prototypes
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: c
Explanation: These are the types of prototypes.
- 3. Which of these is true for prototypes?
 - a) Horizontal Prototypes does some processing apart from the required for presenting the product's user interface
 - b) Vertical Prototype realizes part or all of a product's user interface
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: d
Explanation: Horizontal prototype realizes part or all of product's user interface and vice versa)
- 4. What are the notations for the Use case Diagrams?
 - a) Use case
 - b) Actor
 - c) Prototype
 - d) Use case and Actor

[View Answer](#)

- Answer: d
Explanation: Use Case diagram consists of Use cases and Actors.
- 5. Which description is inappropriate?
 - a) A use case is a type of agent that interacts with a product
 - b) An actor is a type of complete interaction between product and its environment
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: c
Explanation: An actor is a type of agent that interacts with the product.

- 6. Which statements are considered correct in reference to use case diagram?
 - a) A scenario is an interaction between product and particular interaction
 - b) A use case diagram represent a product's use cases and actors involved in each use case
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: c
Explanation: All the statements are the respective definitions of the terms.
- 7. Which among the following can be heuristic for Use case diagram?
 - a) Product can be made actor
 - b) Never name actors with noun phrases
 - c) Name Use cases with verb phrases

d) All of the mentioned

[View Answer](#)

- Answer: c
Explanation: Actors are noun phrases and never make a product as an actor.
- 8. What is incorrect among the following?
 - a) Make use cases that uniform in size and complexity
 - b) Organize use cases by actor, problem domain categories or solution categories
 - c) Use cases can last for more than one session
 - d) Achieve a stakeholder goal in a use case

[View Answer](#)

- Answer: c
Explanation: Use cases should be finished in one session.
- 9. Use case models that can be summarized under which of this category?
 - a) Use case Diagram
 - b) Use case Description
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: c
Explanation: Use case models are summarized as use case diagram and description.
- 10. Which of the following statement is true?
 - a) Use case diagram is a dynamic model of interaction between product and actors in a use case
 - b) Use case Description is a static model of use case supported by a product
 - c) All of the mentioned
 - d) None of the mentioned

[View Answer](#)

- Answer: d
Explanation: Use case description is dynamic model of interaction between product and actors in a use case.
- Use case description consists of the following...
 - (A) Actors
 - (B) Number and Use case name
 - (C) Need and stakeholder
 - (D) Both a and b
 - (E) All of the above

• [Answer - Click Here:](#)

- Answer (E) All of the above
- Select the true statement from the following.
 - (A) The first condition is has guaranteed to be true if the activity finishes
 - (B) The next or post-condition is guaranteed to be true if the activity begins
 - (C) Trigger is an event that is used to give a start to a use case to begin.
 - (D) Both a and b

• [Answer - Click Here:](#)

- Answer C

- Select the true statement for the use case description format.
 - (A) Underline text indicates to another use case
 - (B) Extensions section utilize a complex numbering scheme
 - (C) Indentation is used in a line to bring extensions easy to read
 - (D) Both a and b
 - (E) All of the above

• [Answer - Click Here:](#)

- Answer E
- Select the interaction that the use case description has.
 - (A) Product and Actor
 - (B) Use case
 - (C) Actor
 - (D) Product

• [Answer - Click Here:](#)

- Answer A
- Select the methods used by the use case to write a description.
 - (A) Actors in a use case are mostly stakeholders
 - (B) Preconditions always be true in advance statement start
 - (C) Requires a list should be checked when writing each use case
 - (D) Both A and C
 - (E) All of the mentioned

• [Answer - Click Here:](#)

- Answer E
 - Select the steps that are needed in use case-driven iterative development?
 - (A) At each loop step, one or many use cases are chosen for execution
 - (B) Iteration must be followed till the system is properly ended
 - (C) Iterative development formed system work gradually through analysis, design, coding, testing, and evaluation
 - (D) Both a and b
 - (E) All of these
- [View Answer](#)

• [Answer - Click Here:](#)

- Answer E
- Select the true in context to extensions.
 - (A) The flow specifies the extensions
 - (B) The alternatives are known as an extension because they extend the activity flow in various direction through the branch point
 - (C) Both a and b
 - (D) All of the above
 - (E) None of these

• [Answer - Click Here:](#)

- Answer D
- Select from the following which is included by the Use case Description Heuristics.

- (A) Fill up in the use case template from top to bottom
- (B) put down easy declarative sentences in the active voice
- (C) Keep away from the sequence of pace through the actors and product
- (D) Both A and C
- (E) All of the above

• [Answer - Click Here:](#)

- Answer E
 - Select the true statement from the following statements;
 - (A) Relationship help by a product are catalogued in a use case description
 - (B) Interconnection are purified in the use case diagram
 - (C) Both a and b
 - (D) All of the above
 - (E) None of These
- View Answer

• [Answer - Click Here:](#)

- Answer D
- **We can represent Business rules requirements with use case diagrams or not?**

• [Answer - Click Here:](#)

- Answer: No
- **We can represent requirements related to the quality of service with use case diagrams or not?**

• [Answer - Click Here:](#)

- Answer: No
- **We can represent requirements related to implementation constraints with use case diagrams or not?**

• [Answer - Click Here:](#)

- Answer: No
- **We can represent non-functional requirements with use case diagrams or not?**

• [Answer - Click Here:](#)

- Answer: No
-

- Coding is undertaken
 - A. ☐ after design phase is complete
 - B. ☐ design document is reviewed
 - C. ☐ while design document is in review
 - D. ☒ a & b only

Explanation

Correct Option :D.

- **HIDE ANSWER**
- The objective of this phase is to transform the design of the system into high-level language
 - A. ☐ design phase
 - B. ☐ unit testing
 - C. ☒ coding
 - D. ☐ testing

Explanation

Correct Option :C.

- **HIDE ANSWER**
- The main advantage of adhering to coding standard is
 - A. ☐ uniform appearance to code
 - B. ☐ Code understandability
 - C. ☐ good programming practice
 - D. ☒ All of the above

Explanation

Correct Option :D.

- **HIDE ANSWER**
- This activity for a module is undertaken after module successfully compiles
 - A. ☒ code review
 - B. ☐ Unit testing
 - C. ☐ integration testing
 - D. ☐ All of the above

Explanation

Correct Option :A.

- **HIDE ANSWER**
- Which of the following are type of code review?
 - A. ☐ code inspection
 - B. ☐ code walkthrough
 - C. ☒ both
 - D. ☐ None

Explanation

Correct Option :C.

- **HIDE ANSWER**
- Which of the following helps detect algorithmic and logical error in code?
 - A. ☒ code walkthrough
 - B. ☐ code inspection
 - C. ☐ both
 - D. ☐ None

Explanation

Correct Option :A.

- **HIDE ANSWER**
- Which of the following helps detect common programming errors in code?

- A. ☐ code walkthrough
- B. ☒ code inspection
- C. ☐ both
- D. ☐ None

Explanation

Correct Option :B.

○ [HIDE ANSWER](#)

- Which of the following are some classical programming error?

- A. ☐ use of uninitialized variables
- B. ☐ jumps into loops
- C. ☐ Array indices out of bound
- D. ☒ All of the above

Explanation

Correct Option :D.

○ [HIDE ANSWER](#)

- 1. Which are the different types of review techniques used?

- a) Scenario based
- b) Checklist based
- c) Metrics
- d) All of the mentioned

[View Answer](#)

- Answer: d

Explanation: All of the mentioned are different types of review techniques used.

- 2. What are the different types of evaluation in which simulations and prototypes are addressed?

- a) Generality
- b) Level of Detail
- c) Phase
- d) All of the mentioned

[View Answer](#)

- Answer: d

Explanation: All of the mentioned are different types of evaluation in which simulations and prototypes are addressed.

- 3. Which of the technique is known for its specific interaction between stakeholder and system?

- a) Scenario based
- b) Checklist based
- c) Metrics
- d) All of the mentioned

[View Answer](#)

- Answer: a
Explanation: Scenario based techniques are well known for its specific interaction between stakeholder and system.
- 4. What is a Questionnaire?
a) It is a list of general and relatively open questions that apply to all architectures
b) It is a detailed set of questions that is developed after much experience evaluating a common set of system
c) All of the mentioned
d) None of the mentioned

[View Answer](#)

- Answer: a
Explanation: A Questionnaire is a list of general and relatively open questions that apply to all architectures.
- 5. What is Checklist?
a) It is a list of general and relatively open questions that apply to all architectures
b) It is a detailed set of questions that is developed after much experience evaluating a common set of system
c) All of the mentioned
d) None of the mentioned

[View Answer](#)

- Answer: b
Explanation: Checklist is a detailed set of questions that is developed after much experience evaluating a common set of system.
- 6. Which of the following is correct?
a) Checklist tend to be much less focused on particular qualities of the system
b) Checklist tend to be much more focused on particular qualities of the system
c) Checklist tend to be much lenient on particular qualities of the system
d) None of the mentioned

[View Answer](#)

- Answer: b
Explanation: Checklist tend to be much more focused on particular qualities of the system.
- 7. Which kind of generality techniques are used for simulation?
a) General Purpose
b) Domain Specific
c) All of the mentioned
d) None of the mentioned

[View Answer](#)

- Answer: c
Explanation: Two entries are possible for Generality-General Purpose and Domain Specific.
- 8. Which of the following kind of entries are included for Level of Detail?
 - a) Three
 - b) Two
 - c) Four
 - d) None of the mentioned[View Answer](#)
- Answer: a
Explanation: There are three kinds of entries included-Course, Medium and fine.
- 9. Which of the Entries are possible for Phase?
 - a) Coarse, Medium and Fine
 - b) Early, Middle and Post deployment
 - c) All of the mentioned
 - d) None of the mentioned[View Answer](#)
- Answer: b
Explanation: The Entries possible for phase are Early, Middle and Post deployment.
- 10. Which of the following questions that could be answered during a review?
 - a) The Question has to do with architecture as an artifact or product?
 - b) The Question Looks for the process of creating and using the architecture for development
 - c) All of the mentioned
 - d) None of the mentioned[View Answer](#)
- Answer: c
Explanation: All of the mentioned are the questions that are to be answered during a review.

