

# 西安电子科技大学

考试时间 120 分钟

## 试题

题号	I	II	III	IV	总分
分数	30	10	30	30	

1. 考试形式: 闭卷■ 开卷□ A 卷

2. 考试日期: 2020 年 8 月 21 日 (答题内容请写在装订线外)

12/6

15:35 - 16:07 32min

### I. Single Choice (2 \* 15 = 30 points)

- Software is a set of instructions (programs), A, and documents.  
A. data B. test C. process D. architectures
- Software engineering means the application of a systematic, measureable and B approach to the development, operation, and maintenance of software.  
That is, the application of engineering to software.  
A. reliable B. disciplined C. readable D. traceable
- The C is the company, organization, or person who is building the software system for the customer.  
A. user B. coder C. developer D. designer
- An B is part of the project that takes place over a period of time.  
A. milestone B. activity C. schedule D. timetable
- We can think of a set of ordered tasks as a process, a series of steps involving constraints A and resources that produce an intended output of some kind.  
A. steps D B. testing C. coding D. activities
- A requirement is an expression of software C.  
A. ability B. lifecycle C. behavior D. product

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- Design is the creative process of figuring out how to implement all the customer's requirements; the B plan is called the design.  
A. resulting B. final C. document D. product
- In client-server architecture, the B component offer services, and the client access them using a request/reply protocol.  
A. peer B. server C. pipe D. filter
- The A model is a standard for software process quality.  
A. CMM B. CPM C. ROI D. WBS
- Design principles are guidelines for A our system's required functionality and behavior into modules.  
A. decomposing B. testing C. understanding D. reading
- Modularity, also called A, is the principle of keeping separating the various unrelated aspects of the system.  
A. separation concern B. process concern C. data concern D. performance concern
- In pipe-and-filter style, the filter functions is to pass the input data through a sequence of data-transforming component, and the B simply transmit data from one filter to the next without modifying the data.  
A. filter B. pipe C. peer D. client
- The A method is used to express the software requirement.  
A. use case diagram B. beta test C. black box D. white box
- No matter how what language is used, each program component involves at least three major aspects, D algorithms and data structures.  
A. parameters B. units C. interfaces D. control structures
- Stress or overload fault occur when the data structures are filled past their specified B.  
A. function B. volume C. performance D. capacity

需求规格说明通常详细说明系统的用户数目、设备数目和通信需要。通过使用这些信息,设计人员通常对系统特性进行剪裁,使得系统的处理不超过需求描述中的最大负载。这些特性在程序设计中表现为对队列长度、缓冲区大小、表的维度等的限制。当填充这些数据结构时如果超过了它们规定的能力,压力故障(stress fault)或过载故障(overload fault)就发生了。



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## II. T(True) or F(False) (1\*10 = 10 points)

- (T) When the process involves building of some product we sometime refer to the process as life cycle.
- (F) The critical path is a path that the slack time as every node is non-zero.
- (F) DFD is used in the stage of software testing.
- (T) Any work done to change the system after it is in operation is considered to be maintenance.
- (F) In acceptance test stage, an in-house test is beta test, and the alpha test is out-house test.
- (T) Software Requirement Specification is read by developer.
- (T) Head Comment Block is a descriptive material written directly within code.
- (F) Black-Box test methods are usually used to test program's internal structures.
- (T) A WHILE-DO construct do not wear out after 10000 loops, and the semicolons do not fall off the end of statement.
- (T) In Bottom-Up integration test, we should write driver components.

## III. Questions (6 \* 5 = 30 points)

- Describe the Waterfall model and its advantages and disadvantages.
- Briefly describe the functions of three core constructs of ERD (Entity Relation Diagram).
- Briefly describe functions of the Filer and the Pipe in Pipe-Filter architecture style, respectively.
- Give out the contents of Head Block Comment.
- Briefly describe the concept of corrective maintenance.

5. 答: 纠正性维护: 指的是在维护中发现代码错误等问题, 将其纠正过来的维护。不对后续产生不良影响, 及时纠正错误。

为了控制旧系统新功能,

维护团队对故障引起的问题做出响应。这种维护称为改正性维护。

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## IV. Problem Solving (10 \* 3 = 30 points)

1. Figure 1 is an activity graph. Find out the critical path(s).

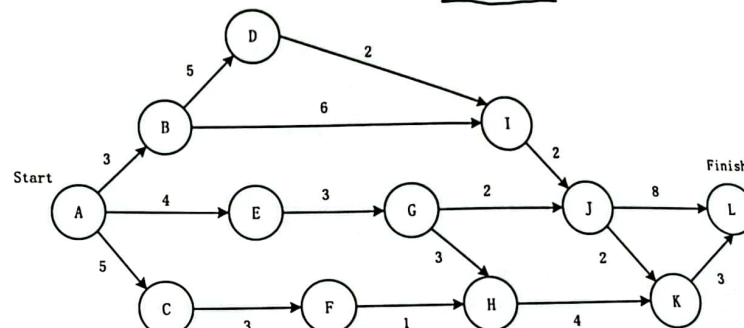


Figure 1 An Activity Graph

1. 解 ABDIJL  $3+5+2+2+8=20$   
 AEGJL  $4+3+2+8=17$   
 ACFHKL  $5+3+1+4+3=16$

∴ 关键路径为 A→B→D→I→J→L

2. Figure 2 is the flow chart of a component. Give out the test case for the branch test.

2. 解 分支测试用例

①  $T_1, T_2$ :  $A=6$   $B=8$   ~~$X=12$~~

②  $F_1, F_2$ :  $A=1$   $B=1$   ~~$X=0$~~

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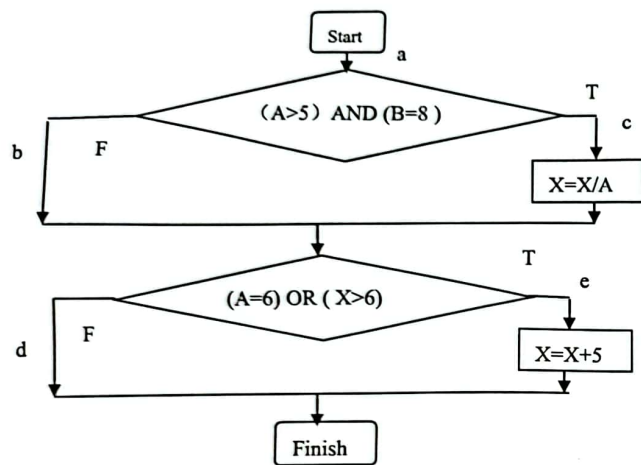


Figure 2 A Flow Chart

3、Figure 3 is the control flow of a component. Find out all the paths of path testing.

3. 解 ⑦ ①

① → ② → ③ → ⑤ → ⑦ → ⑧ → ①

⑧ ②

① → ② → ③ → ⑥ → ⑦ → ⑧ → ①

③

① → ② → ④ → ⑧ → ①

④

① → ⑨

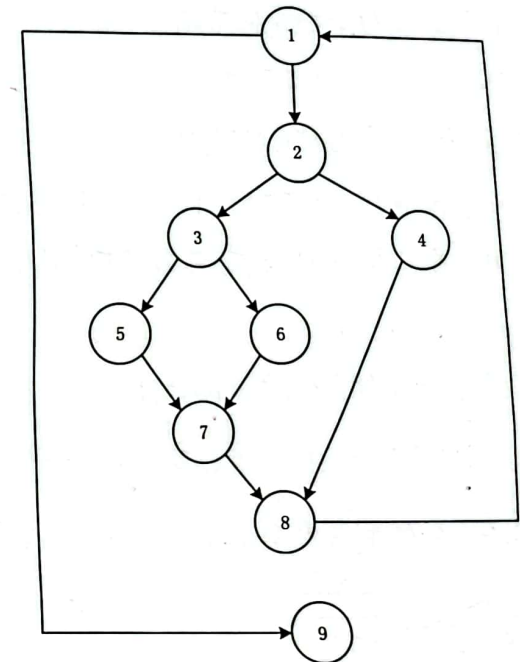


Figure 3 A Control Flow of a Component





1.

答: 瀑布模型: 包含需求分析、系统设计、程序设计、编码、单元/集成测试、系统测试、验收测试、运维步骤的模型。

优点 ① 强迫开发人员使用规范化方法。

② 各阶段有必须提交的文档。

③ 各阶段交付的产品必经过验证。

缺点 ① 由于完全依照规格化文档说明, 可能不能满足用户的真正需求。

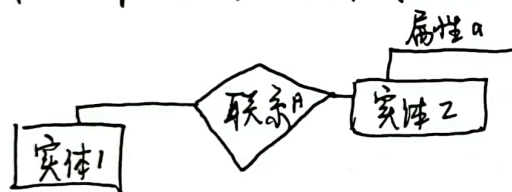
② 只适用于在项目开始需求就已确定的产品。

2.

① 现实世界中有共同属性行为的对象集合, 用形表示  
答: 实体: 实体是产生行为, 相互发生关系的主体。

② 属性: 属性是实体具有的一些特质, 更好表征实体情况。  
注释在实体上描述数据或性质与实体的关系

③ 联系: 联系是表示实体间关系的纽带, 通常是对象间的行为。  
两实体间的纽带(边), 边上的菱形注明联系类型



3.

① 对数据进行处理的模块  
答: 过滤器: 将管道传输来的数据编译后输出给管道。

The filter functions is to pass the input data through a sequence of data-transforming component. 传递数据的通道 (支持并行)

② 管道: 仅传输数据, 输入输出流无媒介。

The pipes simply transmit data from one filter to the next without modifying the data.

4.

答: 头注释块

① 创建作者

② 创建时间/日期

③ 项目名称

④ 开发环境 (硬软件设备)

⑤ 功能说明

⑥ 适用的标准, 版权

⑦ 各部分作用

① 组件名称

② 组件编写者

③ 组件在一般系统设计中的位置

④ 编写和修订组件的时间

⑤ 组件的功能和作用

⑥ 组件是如何使用其数据结构、算法和定制流程的



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