#### 1. What is the primary goal of requirements engineering?

- a) To design the system architecture
- b) To gather and document user needs
- c) To implement the system
- d) To test the system

## 2. Which of the following is NOT a phase of requirements engineering?

- a) Requirements elicitation
- b) Requirements analysis
- c) Requirements design
- d) Requirements validation

## 3. Requirements are classified into which two major categories?

- a) Functional and technical
- b) Functional and non-functional
- c) Technical and operational
- d) External and internal

## 4. Functional requirements define:

- a) System constraints
- b) System performance levels
- c) System behavior and operations
- d) System security

#### 5. Non-functional requirements define:

- a) The specific functionalities of the system
- b) External interface requirements
- c) How the system performs certain functions
- d) The scope of the project

#### 6. Which of the following is a valid non-functional requirement?

- a) User login functionality
- b) System must respond to requests within 2 seconds
- c) Payment gateway integration
- d) Admin dashboard reporting

#### 7. What technique is often used in requirements elicitation?

- a) System testing
- b) Use case modeling
- c) Code review
- d) Object-Oriented Design

### 8. Which stakeholders are usually involved in requirements gathering?

- a) Software developers only
- b) Customers and end-users only
- c) Project managers and designers only
- d) All relevant stakeholders, including users, clients, and developers

## 9. A software requirement specification (SRS) document includes:

- a) Testing strategies
- b) High-level design

- c) Detailed list of requirements
- d) User interface prototypes

## 10. Which method is used to validate requirements?

- a) Prototyping
- b) Data flow diagrams
- c) Use case scenarios
- d) Interviews

#### 11. What is the role of requirements analysis in SDLC?

- a) To gather user requirements
- b) To check feasibility and understand the requirements
- c) To develop the system architecture
- d) To design the database

#### 12. What does "scope creep" refer to in requirements engineering?

- a) Adding extra features without approval
- b) Reducing the project scope
- c) Verifying project requirements
- d) Delaying project implementation

## 13. Requirements prioritization is important because:

- a) It eliminates unnecessary features
- b) It ensures that all requirements are implemented at once
- c) It helps decide which requirements are most important to implement
- d) It helps in database normalization

### 14. Which of the following is a requirements elicitation technique?

- a) System testing
- b) Brainstorming
- c) Software design
- d) Acceptance testing

#### 15. Traceability in requirements engineering refers to:

- a) Tracking the origin of requirements through the development process
- b) Writing clean code
- c) Testing software components
- d) Documenting software architecture

#### 16. Prototyping is often used in requirements engineering to:

- a) Design the database schema
- b) Test system performance
- c) Gather feedback from users on system features
- d) Write technical specifications

## 17. Requirements verification ensures that:

- a) Requirements are written in legal terms
- b) Requirements are accurately described and meet stakeholder needs
- c) The system architecture is valid
- d) The system performance is acceptable

# 18. Which of the following best describes a requirement that specifies that the system must handle 10,000 transactions per second?

- a) Functional requirement
- b) Non-functional requirement

- c) Business rule
- d) Design constraint

## 19. Which document serves as a contract between the customer and developer for system development?

- a) System Architecture Document
- b) Project Plan
- c) Software Requirements Specification (SRS)
- d) System Test Plan

#### 20. What is the role of stakeholders in the requirements phase?

- a) Defining technical aspects of the system
- b) Contributing to the design phase
- c) Providing input on system needs and requirements
- d) Writing the source code

## 21. When requirements are ambiguous, they can lead to:

- a) Faster system development
- b) Better understanding among developers
- c) Confusion and possible system failure
- d) Reduced project cost

## 22. What type of requirement is "The system must be able to scale to handle 1 million users"?

- a) Functional requirement
- b) Interface requirement
- c) Performance requirement
- d) Database requirement

## 23. The term "requirements validation" means:

- a) Ensuring that the system meets regulatory standards
- b) Verifying that the documented requirements match user needs
- c) Writing the source code
- d) Testing the implemented system

#### 24. One of the key challenges in requirements engineering is:

- a) Writing the code
- b) Identifying unclear and conflicting requirements
- c) Implementing algorithms
- d) Debugging the system

#### 25. Requirements engineering happens primarily in which phase of SDLC?

- a) Design
- b) Implementation
- c) Requirements gathering
- d) Testing

## 26. The requirements that impose constraints on the design or implementation of the system are called:

- a) Functional requirements
- b) Non-functional requirements
- c) System requirements
- d) Design constraints

## 27. Which of the following is NOT a characteristic of good requirements?

- a) Ambiguous
- b) Verifiable
- c) Complete
- d) Consistent

#### 28. The "requirement elicitation" process focuses on:

- a) Defining how the system will be tested
- b) Gathering information from stakeholders to define system needs
- c) Implementing the system architecture
- d) Designing the database

### 29. What does "requirements management" involve?

- a) Maintaining a list of requirements and tracking changes over time
- b) Designing user interfaces
- c) Implementing business logic
- d) Writing the software code

# 30. Which diagram is often used to visually represent functional requirements?

- a) Gantt chart
- b) Use case diagram
- c) Flowchart
- d) Entity-relationship diagram