四川大学期末考试试题 (闭卷)

(2016~2017 学年第1学期)

A卷

课程号	: <u>31107</u>	8040 课和	呈名称: 软件工程	导论		任课教	师:	
适用专	业年级:	软件工程 20)15 级	学号:		姓名:		
1、已热 2、不帮	安求将考i 持手机进入	式禁止携带的文具 考场;	为规则》和《四川大学本 其用品或与考试有关的物 告有违规行为,同意按照	品放置在指定地,	≒ ;	(修订)》,郑 考生签名:	重承诺:	
题	号	—(20%)	二(10%)	三(10%)		四(20%)	五	(40%)
得	分							
卷面总	分		教师签名		阅卷	針间		
◆◆◆ 阅卷	> *	·************************************	太题纸、添卷纸和草桶 ◆◆◆◆◆◆◆◆◆◆ 上项选择题(本大) 生每小题列出的四个名 先、多选或未选均无分	♦◆◆◆◆◆◆◆◆ 题共 20 小题 6选项中只有一	•◆◆◆◆◆	1分,共2	0分)	
1	2	3	4 5	6	7	8	9	10
11	12	13	14 15	16	17	18	19	20
1. W		goal of softw	vare engineering? (,				

注: 试题字迹务必清晰, 书写工整。 本题共 08 页, 本页为第1页

	O. Why can't software errors be removed from products prior to delivery?	
3.	oftware deteriorates (退化) rather than wears out (磨损) because()	
	Software suffers from exposure to hostile environments	
	Defects are more likely to arise after software has been used often	
	2. Multiple change requests introduce errors in component interactions	
	Software spare parts become harder to order	
4.	Thich of the items listed below is not one of the software engineering layers?()	
	A. Process	
	s. Tools	
	2. Methods	
	D. Manufacturing	
5.	ocess models are described as agile because they ().	
	a. eliminate the need for cumbersome documentation	
	5. emphasize maneuverability(操作性) and adaptability	
	2. do not waste development time on planning activities	
	make extensive use of prototype creation	
6.	ne incremental model of software development is ().	
	A. A reasonable approach when requirements are well defined.	
	s. A good approach when a working core product is required quickly.	
	2. The best approach to use for projects with large development teams.	
	O. A revolutionary model that is not used for commercial products.	
7.	ne things that make requirements elicitation difficult are problems of ()	
	a. Scope	
	3. Understanding	
	2. Volatility	
	O. All of the above	
8.	ne result of the requirements engineering elaboration task is an analysis model that defines which	ch
	the following problem domain(s)? ()	
	A. Information	
	s. Functional	
	S. Behavioral	
	O. All of the above	
9.	hich of the following traits need to exist among the members of an agile software	
	am?()	
	a. Competence	
	6. Decision-making ability	
	2. Mutual trust and respect	
	O. All of the above	
10.	hich of these is not one of the phase names defined by the Unified Process model for software	
	evelopment? ()	
	a. Inception phase	
	3. Elaboration phase	

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	C. Construction phase
	D. Validation phase
11.	Which of the following lists can be used to describe program logic: ()
	A. Activity diagram
	B. nature language
	C. program chart
	D. all of the above
12.	Which of the following are not areas of concern(考虑) in the design model? ()
	A. architecture
	B. data
	C. interfaces
	D. project scope
13.	Polymorphism(多态) can be described as? ()
	A. Hiding many different implementations behind one interface
	B. Inheritance
	C. Information placing
	D. Generalization
14.	In component-level design, elaboration does not require which of the following elements to be
	described in detail? ()
	A. Attributes
	B. Source code
	C. Interfaces
	D. Operations
15.	Which one of the following is not one of the three golden rules for UI design? ()
	A. Place the user in control.
	B. Reduce the user's memory load.
	C. Make the interface consistent.
	D. Provide for flexible interaction.
16.	Bottom-up integration testing has it's major advantage that ()
	A. major decision points are tested early
	B. no drivers need to be written
	C. no stubs need to be written
	D. regression testing is not required
17.	Which one of the following items is not software configuration management task? ()
	A. Configuration auditing
	B. Version control
	C. Change control
	D. Repository
18.	Effective software project management focuses on four P's which are ()
	A. people, performance, payoff, product
	B. people, product, performance, process

C. people, product, process, project

D.	people, pro	ocess, payo	off, product						
19. One view of requirements modeling called structured analysis, ().									
A. considers data and the processes that transform the data as separate entities.									
B.	data objec	ts are mode	eled in a wa	ay that defi	nes their at	tributes an	d relations	hips.	
C.	processes transform		ulate data c a objects fl	3			that shows	s how they	
D.	All of the	above.							
20. Am	odel ?()						
A.	Is not nece	essary whe	n team mer	nbers unde	erstand thei	r job.			
B.	Has to be	structural <i>A</i>	AND behav	ioral.					
C.	Is a simpli	fication of	reality.						
D.	Is an excus	se for build	ling an elab	orate plan.					
	を クロス								
阅阅卷载	娇 得分 	二、判	断题(本)	大题共10	小题,每个	小题1分,	共10分	•)	
		提示: 正	确打√,错ⅰ	误打×。					
1	2	3	4	5	6	7	8	9	10
1. Softw	are is a pro	duct and c	an be manu	ıfactured u	sing the sa	ne technol	logies used	for other	
)		8		. 8		
engin	eering artifa	acts.)						
2. The V	model is a	n importar	nt design pa	attern. ()				
3. Chan	ge cannot b	e easily acc	commodate	ed in most	software sy	ystems, un	less the sys	stem was de	esigned
with o	change in m	nind. ()				·		
4. It is g	enerally acc	cepted that	one cannot	t have weal	k software	processes	and create	high quality	y end
produ	ects. ()							
5. Cohe	sion refers t	o elements	in the sam	e module,	whereas co	oupling ref	ers to elem	ents in diffe	erent
modu	les. ()							
6. Showing your customer a mockup(实体模型) of the UI(用户界面) is one good way to get									
	ack while g		•)				
7. In ger	neral softwa	ire succeed	ls only if its	s behavior i	is consister	nt with the	objectives	of its design	ners.
()								
8. A gen	eral statem	ent of object	ctives is suf	fficient to b	egin writir	ng progran	ns. We can	fill in the d	etails
later.	()								
9. Until	I get the pro	ogram "rur	nning" I hav	ve no way	of assessing	g(评估) its	s quality.	()	
10. The	9. Until I get the program "running" I have no way of assessing(评估) its quality. () 10. The only deliverable work product for a successful project is the working program. ()								

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本题共08页,本页为第4页

阅卷教师	得分

三、名词解释(本大题共5小题,每小题2分,共10分)

提示: 解释每小题所给名词的含义,若解释正确则给分,若解释错误则无分,若解释不准确或不全面,则酌情扣分。

1	2	3	4	5

- 1. software engineering (共2分)
- 2. pair programming (共2分)
- 3. requirements engineering (共2分)
- 4. refactoring (共2分)
- 5. Equivalence partitioning (共2分)

阅卷教师	得分

四、问答题(本大题共2小题,每小题10分,共20分)。

1. Describe the 5 generic process framework activities for software engineering.

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本题共08页,本页为第5页

2. What are the differences between the Black-box testing techniques and the white-box testing techniques? (共10分)

阅卷教师	得分

五、分析设计题(本大题共3小题,共40分)。

1. Describe your opinions of why computer software needs to evolve over time. (共 10 分)

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本题共08页,本页为第6页

- 2. Suppose you are hired by a software company as a software engineer being responsible for the improvement of the software process, and software process model currently used is the waterfall model. There are some problems in the software development:
 - a. Much effort in rework (大量返工) due to the ambiguous (模糊的) requirements;
 - b. Software delivery is often behind the schedule;
 - c. Customers complained that the software development cycle is too long and affected their core business development.

The company director wants you to write a report about how to improve the software process (not less than 150 words). (共 10 分)

- 3. A convenient store (e.g., the WoWo) wants to set up a food-to-go management system. The requirements are as following:
 - a. A vending (出售) machine dispenses the food box at the press of a button
 - b. There are different food boxes with different prices
 - c. Customers choose the food box (or boxes) they will have and mark them as "purchased"
- d. The vending machine can accept either 微信支付 or 支付宝支付 with a payment selection button
 - e. Customers will access the system using their smart phone

Consider the scenario "A customer gets a food box"

Create a use case for the above scenario with the following format:

Primary Actor: Customer Goal: To get a food box

Preconditions: (**Question 3.1**: please list preconditions(前置条件) for this use case) (5分)

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Trigger: A customer will have a food box and wants to pay for it.

Scenario: (Question 3.2: please list the scenario for this use case) (5 %)

Exceptions: (Question 3.3: please list exceptions for this use case) (5 %)

Question 3.4: Show the CRC (Class-Responsibility-Collaborators) description of the Customer class with three collaborators: Food Box, Payment Account and Exception classes.

(Hint: describes "responsibility" of the Customer class) (5分)

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