## **CS3337 Midterm**

**Due** Oct 12 at 6pm **Points** 27 **Questions** 22

Available Oct 12 at 4:30pm - Oct 12 at 6pm 1 hour and 30 minutes

Time Limit 45 Minutes

## **Attempt History**

	Attempt	Time	Score
LATEST	Attempt 1	27 minutes	27 out of 27

## (!) Correct answers are hidden.

Score for this quiz: **27** out of 27 Submitted Oct 12 at 4:57pm This attempt took 27 minutes.

## \_\_\_\_\_ requirements are statements of services the system should provide, how the system should react to particular inputs and how the system should behave in particular situations. Class Non-Functional Java

Question 2 1/1 pts

	_ requirements are constraints on the services or red by the system such as timing constraints, constraints pment process, standards, etc.
Class	
<ul><li>Functional</li></ul>	
O Java	
Non-function	onal

Question 3	1 / 1 pts
requirements describe functionality or system set	ervices.
<ul> <li>Availability</li> </ul>	
O User friendly	
Performance	
Functional	

Question 4	1 / 1 pts
requirements define system properties are e.g. reliability, response time and storage requirements are I/O device capability, system representations, etc.	
Python	

O Java		
Non-functional		
Class mapping		

Question 5	2 / 2 pts
<ul> <li>Requirements engineering processes include a number of gactivities common to all processes step by step: Requirements; Requirements; Requirements</li> </ul>	ents
elicitation, class design, validation, management	
elicitation, implementation, validation, management	
elicitation, analysis, validation, management	
design, analysis, validation, management	

Question 6	2 / 2 pts
and system can be used. They a used for a particular task	stories are real-life examples of how a re a description of how a system may be
Class, performance	
O Performance, implementation	on
Non-functional, design	

Scenarios, user

Question 7	1 / 1 pts
Requirements is the process of writing do user and system requirements in a requirements document.	
design	
question	
Class	
specification	

Question 8		1 / 1 pts
Use UML. They identify interaction itself.	are a kind of scenario tha  the actors in an interaction	
cases		
implementation		
Classes		
mapping		

Question 9	1 / 1 pts
<ul> <li>A approach to software engineering is batering around separate development stages with the outputs to be at each of these stages planned in advance.</li> </ul>	
implementation-driven	
plan-driven	
O design-driven	
<ul><li>class-driven</li></ul>	

Question 10	1 / 1 pts
<ul> <li>In software process, for development, specific design, implementation and testing are inter-leaved and the from the development process are decided through a process negotiation during the software development process.</li> </ul>	e outputs
Class	
○ non-functional	
agile	
water fall	

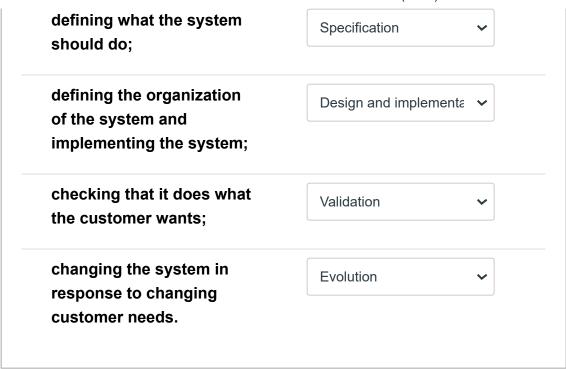
**Question 11** 

1 / 1 pts

•	is an agile method that focuses on managing iterative
	development rather than specific agile practices.
	Clightweight
	O Class design
	Scrum
	Class implementation

Question 12	1 / 1 pts
In agile method, the ' master' is a factor arranges daily meetings, tracks the backlog of work records decisions, measures progress against the backmannicates with customers and management output.	to be done, acklog and
Scrum	
Functional	
<ul><li>Implementation</li></ul>	
O Non-functional	

Question 13	2 / 2 pts
Many different software processes but all involve:	



Question 14	1 / 1 pts
modeling is the process of developing abstract mosystem, with each model presenting a different view or perspensivem	
○ Variable	
Object	
System	
Software process	

Question 15	1 / 1 pts
Anenvironment of the system	_ perspective, where you model the context or .

	ernal			
O har	dware			
inte	ernal			
O clas	SS			

Question 16		1 / 1 pts
	spective, where you mod its environment, or betwo	
hardware		
class		
internal		
interaction		

Question 17	1 / 1 pts
A perspective, where you model the organiz system or the structure of the data that is processed by the	
progress	
hardware	
outside	

structural

Question 18	1 / 1 pts
A of the system and	perspective, where you model the dynamic behavior d how it responds to events.
behavioral	
Class	
variable	
hardware	

Question 19	2 / 2 pts
UML provides different types of diagrams show the activities involved in a procedure case diagrams, which is system and its environment.  interactions between actors and the structure components diagrams the system and the associations between diagrams, which show how the system events.	ess or in data processing.  show the interactions between a diagrams, which show system and between system s, which show the object classes in ween these classes
Activity, Use, Sequence, Class, St	tate
Activity, Class, State, Use, Seque	nce
Use, Sequence, Activity, Class, St	tate

Class, State, Use, Sequence, Activity

Question 20	2 / 2 pts
In object-oriented languages, such as Java,implemented using the class inheritance mechanisms built into language. In a, the attributes and operations associated with the lower-level cl	ociated with
generalization, instantiation	
instantiation, instantiation	
generalization, generalization	
instantiation, generalization	

Question 21	1 / 1 pts
An model shows how classes that are collection composed of other classes models are similar to of relationship in semantic data models.	
instantiation, instantiation	
instantiation, Aggregation	
aggregation, Aggregation	
aggregation, Instantiation	

Question 22	1 / 1 pts
models show the sequence of actions involv processing input data and generating an associated output.	ed in
Instantiation-driven	
Data-driven	
O User-driven	
O Hard-driven	

Quiz Score: 27 out of 27