# 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	25 minutes	27 out of 27

### (!) Correct answers are hidden.

Score for this quiz: **27** out of 27 Submitted Oct 12 at 4:55pm This attempt took 25 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. Functional Non-Functional Java

Question 2 1/1 pts

	requirements are constraints on the services or functions offered by the system such as timing constraints, constraints on the development process, standards, etc.	
Non-fun	ctional	
Function	nal	
Java		
Class		

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

Question 4	1 / 1 pts
requirements define system properties are I/O device capability, system representations, etc.	
Non-functional	

Python
Java
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, analysis, validation, management	
elicitation, implementation, validation, management	
design, analysis, validation, management	

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

O Performance, implementation

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

Question 8	1 / 1 pts
Use UML. They identif interaction itself.	are a kind of scenario that are included in the the actors in an interaction and which describe the
mapping	
cases	
implementation	
Classes	

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

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 proce negotiation during the software development process.</li> </ul>	outputs
agile	
water fall	
O non-functional	
Class	

Question 11 1 / 1 pts

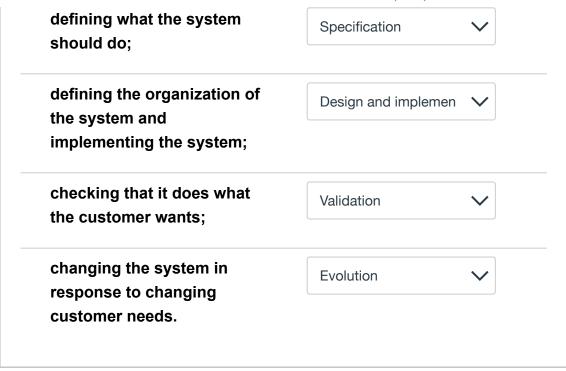
• is an agile method that focuses on managing iterative development rather than specific agile practices.
Scrum
Class implementation
Lightweight
○ Class design

# In agile method, the '\_\_\_\_\_ master' is a facilitator who arranges daily meetings, tracks the backlog of work to be done, records decisions, measures progress against the backlog and communicates with customers and management outside of the team. | Implementation | | Scrum | | 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 most system, with each model presenting a different view or persp system	
Software process	
Object	
System	
Variable	

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

<ul><li>internal</li><li>class</li><li>hardware</li></ul>	external
	internal
hardware	class
	hardware

Question 16	1 / 1 pts
An perspective, where you model the interact a system and its environment, or between the components of	
hardware	
Class	
interaction	
internal	

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

oprogress

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

Question 19	2 / 2 pts
UML provides different types of diagrams: show the activities involved in a process or in a case diagrams, which show the insystem and its environment diagrams interactions between actors and the system are components diagrams, which so the system and the associations between thes diagrams, which show how the system reacts to events.	data processing. Interactions between a rams, which show the object classes in e classes.
Activity, Use, Sequence, Class, State	
Class, State, Use, Sequence, Activity	
Activity, Class, State, Use, Sequence	

Use, Sequence, Activity, Class, State

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 ass higher-level classes are also associated with the lower-level c	ociated with
instantiation, instantiation	
generalization, generalization	
instantiation, generalization	
generalization, instantiation	

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, Aggregation	
aggregation, Aggregation	
aggregation, Instantiation	
instantiation, instantiation	

Question 22	1 / 1 pts
models show the sequence of actions involve processing input data and generating an associated output.	ed in
○ Hard-driven	
Instantiation-driven	
<ul><li>User-driven</li></ul>	
Data-driven	

Quiz Score: 27 out of 27