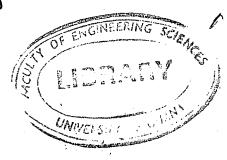
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Of Engineering

sciences





UNIVERSITY OF GHANA

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FACULTY OF ENGINEERING SCIENCES FIRST SEMESTER EXAMINATIONS: 2012/2013 LEVEL 200: BACHELOR OF SCIENCE IN ENGINEERING

CPEN 207: INTRODUCTION TO SOFTWARE ENGINEERING [3 Credits]
TIME: 3 HOURS

Instructions:	Answer ALL questions.	Circle the correct	answer on t	the question	paper	in
section A and	answer section B in the a	answer booklet pro	ovided.			

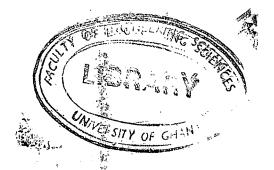
SECTION A: [50 MARKS]

- A1. Software engineers use the following to enhance the quality of their products:
 - I. Tools
- II. Techniques
- III. Procedures
- IV. Paradigm

- A. I and II
- B. I, II and III
- C. I, II and IV
- D. I, II, III and IV
- A2. A software process has the following characteristics:
 - I. The activities are organized in a sequence, so that it is clear when one activity is performed relative to the other activities techniques.
 - II. The process prescribes all of the major process activities.
 - III. Each process activity has entry exit criteria, so that we know when the activity begins and ends.
 - IV. Constraints or controls may apply to an activity only.
 - A. I and II
 - B. I, II and III
 - C. I, II and IV
 - D. I, II, III and IV
- A3. Modelling a process offers the following merits
 - I. It forms a common understanding of the activities, resources, and constraints involved in software development.
 - II. Every process should be the same for all solutions.
 - III. It helps the development team find inconsistencies, redundancies and omissions in the process and in its constituent parts.

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- A. I and II
- B. I and III
- C. II and III
- D. I, II and III

A4.	The software	process model	which	transforms	specification	to	design is	s known a	s
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	W. C.H. D. L. C.				~	
	. Waterfall B. data-flow model					
A5	approach of softwar		•			
Α.	Waterfall B. Evolutionary devel	opment	C. Form	iai transi	tormation	D. reusable
4.6.4	components					
	Il paradigms of software developm	ent will	have the _		as one	e of its constituen
part.	W 10 11 5 1 6					
	Workflow model B. data-flow r					
	he following paradigms of software	e develor	oment is/a	re more	likely fou	nd in other
_	eering disciplines.					ر. الله الله الله الله الله الله الله الله
I.	The waterfall approach	3 ,				**
	Evolutionary development	ŧ				•
	. Formal transformation .					
	. Reusable components	tr-				
A.	I and II		.•	te i jer		<i>y</i> .
В.	II and IV					
C.	I and IV					* *
D.	I, II, III and IV	<u> </u>			•	
A8. S	oftware systems that are old and ye	t to perfo	rm critica	l busine	ss functio	ns faces
	·	Ų			Y + I.,	•
A.	The legacy challenge					*
В.	The heterogeneity challenge					
C.	Delivery challenge					
D.	Maintenance challenge					
	hen software Engineers don't discl	lose infor	mation al	out thei	r clients a	nd employers to
	people, what responsibility are they		•			, , , , , , , , , , , , , , , , , , ,
_	Confidentiality	•	5			•
	Competence					
	Intellectual property right	š				
	Computer misuse					
	The delivery challenge is the challe	nge of		•		:
	Delivering software on time				•	4
	Shortening software delivery time				•	

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D. Delivering software late

C. Delivering complex software on time

A11. Each loop in the spiral model is d	livided into sectors.	
A. Two		
B. Three		
C. Four		: · · · · · · · ·
D. Six	•	
A12. The major distinguishing feature	· · · · · · · · · · · · · · · · · · ·	•
A. The setting of objectives in each	•	•
B. Specification, design and validation	tion can be done concurrently	
C. Consideration of risk		
D. Conducting of a feasibility stud		DE ENGINEERING
A13. Reuse-oriented development has	the following merits:	Or S.
I. amount of software to be deve	118	
II. Cost of development is reduce	d (8)	Lalenda a. W.
III. It is high risk approach to soft	ware development	
A. I and II	The state of the s	X 25. 1/2 1
B. I, II and III		The state of the s
C. I and III		ting of the state
D. II and III	•	
A14. A detailed, mathematical formal	definition of a system function is a	e vett see it is
·	definition of a system function is a	
A14. A detailed, mathematical formal of A. User requirement B. Formal transformation	definition of a system function is a	
A. User requirement B. Formal transformation	definition of a system function is a	
A. User requirement	definition of a system function is a	
A. User requirement B. Formal transformation C. Functional requirements D. Requirement	Andrew of the second of the se	
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A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n	Andrew of the second of the se	
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A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers	Andrew of the second of the se	
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team	nostly derived from the needs of the	main categories.
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two	nostly derived from the needs of the	
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou	nostly derived from the needs of the	
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two	nostly derived from the needs of the	
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two B. Three C. Four D. Five	nostly derived from the needs of the	main categories.
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A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two B. Three C. Four D. Five A17. Requirement that specify how a s A. Reliability requirements	nostly derived from the needs of the	main categories.
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two B. Three C. Four D. Five A17. Requirement that specify how a s A. Reliability requirements B. Usability requirements	nostly derived from the needs of the	main categories.
A. User requirement B. Formal transformation C. Functional requirements D. Requirement A15. Non-functional requirement are n A. User B. Software engineers C. Project manager D. Project team A16. Non-functional requirements cou A. Two B. Three C. Four D. Five A17. Requirement that specify how a s A. Reliability requirements	nostly derived from the needs of the	main categories.

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	\$		•		
A18. Robustness of a software system car	n be measu	red by	•		
A. Mean time to failure			· · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·	*
B. Processed transactions per second	* 5 p				
	,				
C. Availability	3				
D. Percentage of events causing failu					,
A19. To develop a satisfactory system, the	e software	engineers mus	st have ar	understa	inding of the
			•	•	
A. Functional requirement	?		3		
B. Non-functional requirement	, <u>.</u> .		ı <i>i</i>		
C. Application domain	, ,,				
D. System requirements	*:			•	
A20. User requirements are best written u	ısing		•		
A. Natural language					
B. System models	*			· #===	
C. Technical terms				•	
D. English language				• .	
A21. The following are consumers of the	software re	quirements sp	ecification	on.	*
I. Customers	, · ·			₹	* *
II. Managers					
III. Software engineers	5.4	•		4	v , ,
A. I only	, 4			4	* •
B. I and II					e e e
C. II and III					
D. I, II and III			•	• ,	•
A22. Requirements engineering is concern	ned with			•	
A. Testing of the system	* •		•		
[*] B. System analysis process	``			٠٠,	
C. Software maintenance		*			.
D. Activities needed to create and ma	intain a sys	tem requirem	ent docur	nent	
A23. Which of the following is the prefer	red standard	d method of co	ommunic	ation for	software
practitioners?					
A. Structural natural language					V. 4
B. Design description language		:			
C. Graphical notations				•	· ·
D. Mathematical specifications			يو. الا د		
A24. What is the most difficult and critica	i stage of the	ne requiremen	t enginée	ring proc	ess?
A. Feasibility study		ر. م	والمالية المناسبة	The state of the s	
B. Requirements elicitation and analy	'SIS	1	13 30 m	19 Jan	
C. Requirements specification					
D. Requirements validation	ų.			-1	
•		10/	1 3 d	181 -	
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A25. Repairing coding errors i	is	repairing requirement	errors.
A. More expensive than			
B. More cheaper than			•
C. The same as			•
D. 50 percent more than		•	
A26. The process of convertin	g a system specific	eation into an executable sys	tem is known as
	g a sjoveni specific	action into an executable sys	
A. programming			
B. design			•
C. implementation			
D. testing			
A27. Software designers creat	ta :	docion vionaion (a) fau a accom	
they produce.	.e	design version(s) for a ever	y software system
A.One B. Two	C. Four	D. Covered	•
A28. Interface design can be a		D. Several	• •
A.GUI	ssociated with	·	
B. The system			
C. Subsystems			2, · · · · · · · · · · · · · · · · · · ·
D.Architecture			** *
A29. The essence of debugging	g is		
A.Location of errors	<u> </u>	······································	
B. Repairing errors			
C. Testing the system			
D.Locating and correction	n of errors.	•	•
A30. Context models are used	to define the	of the syste	m.
A.Behavior			
B.Environment			
C.Architecture			
D.State			••
A31. Which of the following is	s/are used in mode	ling the behavior of a systen	1?
I. State machine model II.Data-flow model		•	
III. Architectural mode	a1		
A.I only	CI	ENGINEE	RINC
B.II only		NA OF ELLEN	SCIENT SCIENT
C.I and II		13/11-	15 41
D.I, II and III		The same a series	
		The same of the sa	- Sanda

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A40. Which risk can be identified in the following statement "The underlying technology on which the system is built is superseded by new technology".

- A. Hardware unavailability
- B. Requirement change
- C. Technology change
- D. Business risk .

				· .	
A41. The			.		^
A41. Lne		nature of soft	TWATE CALICEC	nrohlame	for management.
	·	matare of Son	imaic causes	DI OUICIIIS	iui managemem.

- A. tangible
- B. intangible
- C. complex
- D. testing

A42. What risk type can be identified in the following statement "There will be a large number of changes to the requirements than anticipated".

- A. Requirement change
- B. product and project
- C. Product
- D. Business

A43.	The	process	of	identifying	activities,	milestones	and	deliverables	produced	bv	я
projec	et is re	eferred to	as				•	1	P - C - C - C - C - C - C - C - C - C -	J	"

- A. Proposal writing
- B. Project planning
- C. Project monitoring and review
- D. Personnel selection and reviews

relationship is between a client and a supplier.

- A. an association
- B. an aggregation
- C. a dependency
- D. a schedule algorithms

A45. In principle, the functional requirements specification of a system should be both......

- A. complete and efficient
- B. consistent
- C. complete and consistent
- D. efficient

A46. In an activity network diagram, the longest path is referred to as _

- A. critical length
- B. critical deadline
- C. critical path
- D. critical milestone.

A47. It is general knowledge that inspections and reviews are more effective in defects than testing.

discovering

A. True

B. False

A48. There is a regular progress report in evolutionary development.

A. True B. False

A49. When using color in user interface design it is important to use color change to a significant event.

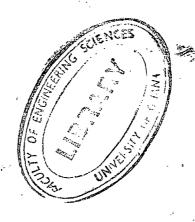
illustrate

A. True B. False

A50. Program testing is the most widely used verification and validation technique. A. True B. False

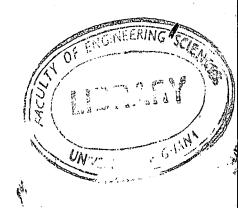
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SECTION B: [50 MARKS]

Answer <u>ALL</u> questions in this section.

B1. [10 marks]

What will be the values of the array 'a' after the function executes? You must trace the algorithm carefully outlining all your steps

B2. [10 marks]

What would be the value of 'mystery_num' after the following block of code executes if number=53468. Trace the algorithm carefully outlining all your steps also showing how each variable changes.

```
int number, mystery_num = 0, digit;
while(number > 0)
{
    mystery_num = mystery_num * 10;
    digit = number % 10;
    digit = (digit + 7) % 10;
    mystery_num = mystery_num + digit;
    number = number / 10;
}
```

B3. [8 marks]

a) You are a software engineering consultant and have been called in by the vice-president for finance of Level200 Desserts, a corporation that manufactures and sells a variety of

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desserts to restaurants. She wants your organization to build a stock control product that will monitor the company's product, starting with the purchasing of the various ingredients and keeping track of the desserts as they are manufactured and distributed to the various restaurants. What criteria would you use in selecting a life-cycle model for the project?

[5 marks]

b) Briefly explain why non-functional requirement is critical to the system usability as compared to functional requirement. [3 marks]

B4. [10 marks]

Management of a car washing bay has decided to automate its car washing business. The customer chooses the type of wash and notes the type of car. The system computes the fee and displays the amount due on a control panel. The customer can then pay for the car wash. After payment, if the wash is currently busy, the system indicates that the customer must wait. Otherwise, the system indicates that the customer should drive the car into the car wash bay.

a) Develop a set of use cases (Use Case Diagram) for the operation of the washing bay.

[3 marks]

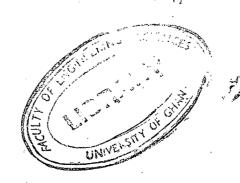
b) Draw a sequence diagram for the above description.

[7 marks]

B5.[12 marks]

- a) You are asked by your manager to deliver software based on a schedule that you know can only be met by asking your project team to work unpaid overtime. All team members have young children. Discuss whether you should accept this demand from your manager or whether you should persuade your team to give their time to the organization rather than to their families. What factors might be significant in your decision? [6 marks]
- b) Suggest ways in which the user interface to an e-commerce system such as an online bookstore or music retailer might be adapted for users who have a visual impairment or problems with muscular control.
 [6 marks]

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