Time left 0:26:53

Question 1

Answer saved

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Who is responsible for translating client requirements into technical specifications?

- a. Business Analyst
- b. Software Developer
- c. Project Manager
- d. QA Tester

Clear my choice

Question 2

Answer saved

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The Adapter design pattern is used to convert the interface of a class into another interface the client expects.

- a. True
- b. False

Clear my choice

Question 3

Answer saved

Marked out of 1.00

UML diagrams are essential for software design and development.

- a. True
- b. False

Clear my choice

Question 4

Answer saved

Marked out of 1.00

Which of the following is a principle of good software design?

- a. High cohesion and low coupling
- b. High coupling and low cohesion
- c. High cohesion and high coupling
- d. Low cohesion and low coupling

Clear my choice

Question 5

Answer saved

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_____ diagrams are used in UML to describe the structure of a system.

- a. Class
- b. Activity
- c. Sequence
- d. Use case

Clear my choice

Question 6

Answer saved

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The primary drawback of the Waterfall model is:

- a. Inability to accommodate changes mid-project
- b. Lack of documentation
- c. High risk of project failure
- d. Low-quality deliverables

Clear my choice

Question 7

Answer saved

Marked out of 1.00

Functional requirements define "what" a system does, while non-functional requirements define "how" it performs.

- a. True
- b. False

Clear my choice

Question 8

Answer saved

Marked out of 1.00

The _____ pattern ensures that a class has only one instance and provides a global point of access to it.

- a. Singleton
- b. Factory
- c. Prototype
- d. Decorator

Clear my choice

Question 9

Answer saved

Marked out of 1.00

What is the primary purpose of a use case in UML?

- a. To document functional requirements
- b. To define non-functional requirements
- c. To validate system performance
- d. To specify testing criteria

Clear my choice

Question 10

Answer saved

Marked out of 1.00

The term "Maintainability" in Software Engineering refers to:

- a. The ease of modifying software to meet new requirements
- b. The ability to run on multiple platforms
- c. The time it takes to complete a project
- d. The aesthetics of the user interface

Clear my choice