

1. Which of the following is the best description of a data integration layer?

1 point

- ☐ It applies real-world business rules to data in a solution.
- ☒ It accesses and loads data from a variety of sources.
- ☐ It enables users to interact with your solution.
- ☐ It stores all of the data for your solution.

2. Complete the following. Software engineers

1 point

- ☒ Design and develop software that solves real-world problems.
- ☐ Develop and maintain data architectures.
- ☐ Design and implement network systems.
- ☐ Use software solutions to solve real-world problems.

3. Which of the following is an example of a hard skill?

1 point

- ☐ Time management
- ☐ Open to feedback
- ☐ Interpersonal skills
- ☒ Programming

4. Which of the following is an attribute of a soft skill?

1 point

- ☒ Transferable
- ☐ Measurable
- ☐ Quantifiable
- ☐ Certifiable

5. The US Bureau of Labor Statistics predicts approximately what percent growth for software developers, analysts, and tests from 2020-2030?

1 point

- ☐ 2%
- ☐ 12%
- ☒ 22%
- ☐ 32%

6. A technical career path is a good choice if you:

1 point

- ☒ Enjoy solving problems
- ☐ Enjoy mentoring others
- ☐ Enjoy supporting team members
- ☐ Enjoy managing people

7. Who is most likely to work alongside graphic artists and sound technicians?

1 point

- ☐ A mobile app developer

- ☐ A DevOps engineer
- ☐ A full-stack engineer
- ☒ A games developer

8. True or false. Learning on the job and developing new skills is an important part of a software engineer's role.

1 point

- ☒ True
- ☐ False

9. Which role is responsible for developing code to test the functionality of a software solution?

1 point

- ☐ A front-end engineer
- ☒ A back-end engineer
- ☐ A quality assurance engineer
- ☐ A security engineer

10. What is the overarching purpose of the software engineering code of ethics?

1 point

- ☐ To make software user-friendly.
- ☐ To improve the software development process.
- ☐ To improve the quality of software used in businesses.
- ☒ To serve the public good.