#### **MOCK TEST II- QUESTIONS AND ANSWERS**

#### **PART A**

- 1. \_\_\_\_\_\_is a framework for the activities, actions, and tasks that are required to build high-quality software.
  - a. Software Engineering
  - b. Software
  - c. Software Process
  - d. none
- 2. Why software project fails?
  - a. Unmanaged risks
  - b. Stakeholder politics
  - c. Use of immature technology
  - d. All the above
- 3. Software Engineering: The application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software.
  - a. definition by Fritz Bauer
  - **b** definition by IEEE
  - c. Roier S Press
  - d. None
- 4. Testing part starts only after the development is complete.
  - a. V Model
  - b. Incremental Model
  - c. Waterfall Model
  - d. Evolutionary Model
- 5. Series of tests that validate each of the models created as the team moved down the left side.
  - a. V Model
  - b. Incremental Model
  - c. Waterfall Model
  - d. Evolutionary Model

#### 6. The most widely used agile process, originally proposed by

- a. Elebert Beck
- b. Kubert Beck
- c. Kent Beck
- d. Keff Beck

# 7. It combines elements of linear and parallel process flows. Each linear sequence produces deliverable increments of the software.

- a. V Model
- b. Incremental Model
- c. Waterfall Model
- d. Evolutionary Model

#### 8. SCRUM stands for

- a. Software Copies Reviewed for Under Maintanence
- b. Software Consumers Repeatly Under Management
- c. Software for Consumers Under Management
- d. None

#### 9. Requirements in Engineering

- a. Negotiation
- b. Verification
- c. Both A & B
- d. none

#### 10. A \_\_\_\_\_shows the relationships among actors and use cases.

- a. Class Diagram
- b. Sequence Diagram
- c. Use Case Diagram
- d. Activity Diagram

# 11. Which question no longer concerns the modern software engineer?

- a. Why does computer hardware cost so much?
- b. Why does software takes a long time to finish?
- c. Why can't software errors be removed from products prior to delivery?
- d. Why does it cost so much to develop a piece of software?

- 12. Software is a product and can be manufactured using the same technologies used for other engineering artifacts
  - a. True
  - b. FALSE
  - c. Wrong statement
  - d. Not relevant
- 13. Which of the items listed below is not one of the software engineering layers?
  - a. Process
  - b. Manufacturing
  - c. Methods
  - d. Tools
- 14. The nature of software applications can be characterized by their information
  - a. Complexity
  - b. Content
  - c. Determinacy
  - d. Both B and C
- 15. Which one of the following models is not suitable for accommodating any change?
  - a. Prototyping model
  - b. RAD Model
  - c. Build & Fix Model
  - d. Waterfall Model
- 16. Waterfall Model is
  - a. Iterative in nature
  - b. Dependability in nature
  - c. Complex in nature
  - d. Build in nature

## **PART B**

17. A Marketing company needs a website to be developed. The basic set of features are well defined, however, the advanced features are thought to be evolving in nature. The basic feature set includes development of retail portal for customer login, checking of products and stock of products. Advanced features include: Additional expensive products, fast mode for product delivery etc. What process model is right for this requirement?

(answer: chapter 2 - slide 41, same like case study 2)

- a. Agile Model
- b. Spiral Model
- c. Incremental Model
- d. Prototyping
- 18. Develop a website for smart home system with advance features. Minimum time limit given be one year to complete the software. It has to be developed with basic features and after the approval from the manager, additional features can be added. System is defined as complex by the manager. Featuresincludes: Control system, surveillance, camera access, smart system access for all equipments etc. Which model can be applicable for this?

(answer: chapter 2 - slide 39)

- a. Incremental Model
- b. V Model
- c. Prototyping
- d. Agile Model
- 19. Pick out the characteristics of WebApps
  - 1. Advanced features in hypermedia is neglected.
  - 2. Not Evolving in nature.
  - 3. Allows multiple user to work at a time.
  - 4. Performance measure is considerable

(answer : chapter 1 - slide 12 & 13)

- b. 2) and 3)
- c. 3) and 4)
- d. 1) and 4)
- 20. "Meetings for the project is only for few minutes on daily basis". Which Model used this kind of meetings?

(answer: chapter 3 - slide 15, check in text book - clearly given)

- a. Agile Model
- b. SCRUM
- c. Extreme Programming
- d. ASD
- 21. Find out the Modelling concept used in this following:

"Bank Manager approves the customer application for the account".

(answer: chapter 5 - slide 21, same like eg: person owns car)

- a. Data Modeling
- b. Use case Modeling
- c. Functional Modeling
- d. Scenario based Modeling
- 22. Bank Manager informs the staff members in banks to create an analysis model that identifies the customer information (KYC), activity, loan and account information. Which concept acceptable for this?

(answer: chapter 4 - slide 4)

- A. Collaboration
- b. Elaboration
- c. Inception
- d. Elicitation
- 23. Pick out the functional requirements from the following:
  - 1. It is captured as a quality attribute
  - 2. Defined at a component level.
  - 3. Helps you to verify the performance of the software.
  - 4. It specifies "What should the software system do?"

(answer: chapter 4 - slide 7)

- a. 1) and 3)
- b. 2) and 4)
- c. 1) and 2)
- d. 3) and 4)

### **PART C**

24. For the Complex project, different scenario has been given by the project manager to the team members. Complex project has been done by splitting into different components. Pick out the concept concern to this?

(answer: chapter 6 - slide 17, complex problems can be moduled)

- a. Modularity
- b. Separation of concerns
- c. Compartmentalized
- d. Risk Analysis
- 25. Consider the startup Company works with 15 members, Later within four months involved another 20 members for the development of the company. As company had 2 projects splitted among members as two teams. Two members involved in communication, two members involved in requirements gathering, two members involved in coding, two members involved in testing, two members involved in delivery feedback, three members involved in reconstruction, three members involved redevelopment, 1 member for final approval of project. Which concept is involved in this case study?

(answer: chapter 3 - slide 11, pair programming - two members do coding: one do coding, other one validate)

- a. Refactoring
- b. Backlog

- c. Sprint
- d. Pair programming

## 26. Mention the Model belongs to this criteria:

(answer: chapter 5 - slide 20)

**Object**: Laptop

**Attributes:** 

model

color

speed

price

- a. Class Modelling
- b. UML Modelling
- c. Natural Analysis
- d. Data Modeling