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**Started on** Friday, 8 April 2022, 9:32 AM

**State** Finished

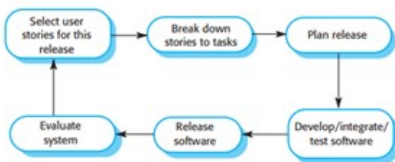
**Completed on** Friday, 8 April 2022, 10:00 AM

**Time taken** 28 mins 30 secs

Question 1

Complete

Marked out of 1.00



merupakan model

- ☐ a. waterfall model
- ☐ b. plan driven
- ☐ c. maturity level
- ☐ d. pair programming
- ☒ e. XP release cycle

## Question 2

Complete

Marked out of 1.00

Apakah perbedaan antara agile dan plan driven

Agile merupakan metode yang berokus dalam pengembangan perangkat lunak secara cepat dengan merilis perangkat lunak, mengurangi overhead untuk menghasilkan kode berkualitas tinggi.

Plan driven merupakan proses dimana setiap aktivitas direncanakan dari awal dan progress diukur berdasarkan rencana yang telah dibuat.

## Question 3

Complete

Marked out of 1.00

Software engineering adalah ilmu yang mempelajari tahapan atau proses pembuatan perangkat lunak

Select one:

☒ True☐ False

## Question 4

Complete

Marked out of 1.00

Essential software product attributes are maintainability, dependability and security, efficiency, and acceptability.

Select one:

☒ True☐ False

## Question 5

Complete

Marked out of 1.00

Software product attributes are maintainability, dependability and security, efficiency, and acceptability.

Select one:

☐ True☒ False

## Question 6

Complete

Marked out of 1.00

Specification, development, validation, and evolution are not part of all software processes.

Select one:

- ☐ True
- ☒ False

## Question 7

Complete

Marked out of 1.00

Software development, where the software is designed and programmed

Select one:

- ☒ True
- ☐ False

## Question 8

Complete

Marked out of 1.00

Software is not just a program or programs but also includes all electronic documentation

Select one:

- ☒ True
- ☐ False

## Question 9

Complete

Marked out of 1.00

The system requirements document sometimes called a non functional specification

Select one:

- ☐ True
- ☒ False

## Question 10

Complete

Marked out of 1.00

Software specification, where the software is checked to ensure that it is what the customer requires

Select one:

- ☐ True
- ☒ False

## Question 11

Complete

Marked out of 1.00

Principle of agile methods sebutkan

- Customer Involvement
- Incremental delivery
- People not process
- Embrace change
- Maintain simplicity

## Question 12

Complete

Marked out of 1.00

Software engineering adalah topik ilmu yang mempelajari pembuatan perangkat lunak

Select one:

- ☒ True
- ☐ False

## Question 13

Complete

Marked out of 1.00

a prototyping phase that helps avoid poor decisions on requirements and design

Select one:

- ☒ True
- ☐ False

## Question 14

Complete

Marked out of 1.00

The Software engineers should not be aware of the ethical issues that affect their work.

Select one:

- ☐ True
- ☒ False

## Question 15

Complete

Marked out of 1.00

Software Development Life Cycle or SDLC model) is a simplified representation of a software process.

Select one:

- ☒ True
- ☐ False

## Question 16

Complete

Marked out of 1.00

User requirements are statements, in a natural language plus diagrams, of what services the system is expected to provide to system users and the constraints under which it must operate

Select one:

- ☒ True
- ☐ False

## Question 17

Complete

Marked out of 1.00

Software evolution, where the software is modified to reflect changing customer and market requirements.

Select one:

- ☒ True
- ☐ False

## Question 18

Complete

Marked out of 1.00

Jelaskan tentang water fall model

Waterfall model adalah sebuah model perangkat lunak dengan menggunakan metode plan-driven yang terdiri dari fase terpisah antara spesifikasi dan pengembangannya. Fase dlm metode ini terdiri dari Requirements definition, System and software design, Implementation and unit testing, Integration and system testing, dan Operation and maintenance.

## Question 19

Complete

Marked out of 1.00

Software validation, where the software is checked to ensure that it is what the customer requires

Select one:

- ☒ True  
☐ False

## Question 20

Complete

Marked out of 1.00

A software process is a sequence of activities that leads to the production of a software product. Four fundamental activities are common to all software processes.

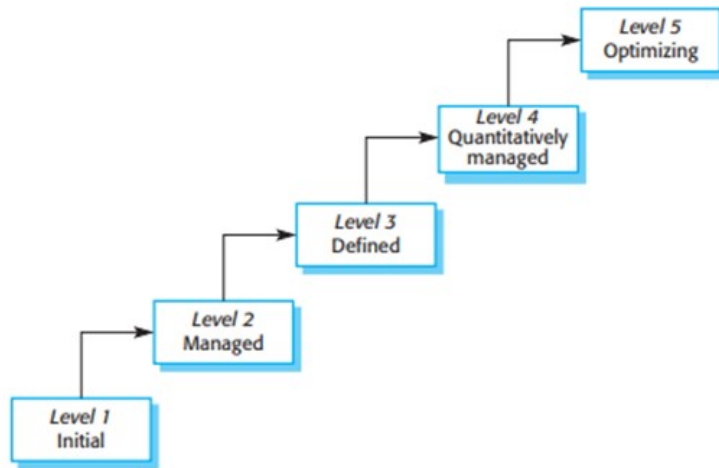
Select one:

- ☒ True  
☐ False

## Question 21

Complete

Marked out of 1.00



merupakan model

- ☐ a. waterfall model
- ☒ b. maturity model
- ☐ c. requirement model
- ☐ d. testing
- ☐ e. validation

## Question 22

Complete

Marked out of 1.00

The software process includes all of the activities involved in software development.

Select one:

- ☒ True
- ☐ False

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