

Quiz 02

01) When should product risk analysis ideally begin in the Software Development Life Cycle (SDLC)?

- A) After coding is completed
- B) During system testing
- C) Early in the SDLC
- D) After deployment

02) What are the two main components of product risk analysis?

- A) Testing and Debugging
- B) Planning and Execution
- C) Risk Identification and Risk Assessment
- D) Unit Testing and Integration Testing

03) What is Risk Management?

- A) A process of writing code to fix bugs
- B) A method of designing user interfaces
- C) A systematic process of recognizing, evaluating, and handling risks affecting an organization
- D) A technique for improving customer service

04) What is the main goal of Risk Management?

- A) To eliminate all risks completely
- B) To delay risks until the final stage
- C) To predict possible risks and find solutions to manage them
- D) To improve software quality

05) Risk Management primarily deals with threats that affect which aspects of an organization?

- A) Only employee satisfaction
- B) Finances, capital, and overall operations
- C) Marketing strategies
- D) Customer reviews

06) What does system testing evaluate?

- A) Individual units of code
- B) The installation process
- C) Overall functionality and performance of a complete software solution
- D) User interface only

07) When is system testing performed?

- A) Before integration testing
- B) After acceptance testing
- C) Before unit testing
- D) After integration testing and before acceptance testing

08) What type of software does system testing focus on?

- A) Partially developed modules
- B) A complete and fully integrated software solution
- C) Database design only
- D) Mobile applications only

09) What is the main goal of system testing?

- A) To develop new software features
- B) To evaluate if the system meets specified requirements and is ready for end-users
- C) To fix bugs in individual functions
- D) To gather user feedback

10) What is the primary purpose of System Integration Testing (SIT)?

- A) To design user interfaces
- B) To ensure compatibility between two or more systems
- C) To fix bugs in a single module
- D) To perform acceptance testing