

**QUESTION 1**

Web navigational design involves creating a semantic navigational unit for each goal associated with each defined user role.

- ☐ True
- ☐ False

**QUESTION 2**

Which is not one of the major attributes that should be used to assess the quality of a WebApp?

- ☐ reliability
- ☐ maintainability
- ☐ functionality
- ☐ non of the above

**QUESTION 3**

Mobile platforms are very complex. Both the Android and iOS operating systems contain over twelve million lines of code.

- ☐ True
- ☐ False

**QUESTION 4**

1. An architectural decision is often documented using an architecture decision description template.

- ☐ True
- ☐ False

**QUESTION 5**

1. Which activity is on the top of the Web engineering design pyramid?

- ☐ architecture design
- ☐ navigation design
- ☐ interface design
- ☐ non of the above

**QUESTION 6**

1. Mobile app user interface patterns can be represented as a collection of best of breed screen images.

- ☐ True
- ☐ False

**QUESTION 7**

1. Which of the following characteristics should not be used to assess the quality of a MobileApp?

- ☐ portability
- ☐ usability
- ☐ reliability
- ☐ aesthetics

**QUESTION 8**

1. Pattern-based architectural reviews can be useful for project with short build cycles and volatile requirements.

☐ True  
☐ False

**QUESTION 9**

1. A WebApp functional architecture describes the key functional components and how they interact with each other.

☐ True  
☐ False

**QUESTION 10**

1. The purpose of refactoring is to make the program shorter.

☐ True  
☐ False

**QUESTION 11**

1. The four elements of the design model are
- ☐ Data design elements, incremental design elements, interface design elements and component-level design elements
  - ☐ Data design elements, architectural design elements, interface design elements and component-level design elements
  - ☐ Data design elements, architectural design elements, design for test elements and component-level design elements
  - ☐ Data design elements, architectural design elements, interface design elements and object design elements

**QUESTION 12**

1. Service computing allows you to avoid the need to integrate service source code into the mobile device client.

☐ True  
☐ False

**QUESTION 13**

1. Ethnographic observation is a means to determine the nature of user tasks by watching users in their work environment.

☐ True  
☐ False

**QUESTION 14**

1. Which of the following is not one of the principles for component design?
- ☐ The Interface Segregation Principle
  - ☐ Lyapunov Exponent Principle
  - ☐ The Common Reuse Principle
  - ☐ The Open-Closed Principle

## QUESTION 15

1. Which of the following problem types is used to label columns in a pattern organizing table?
- ☐ Database
  - ☐ Architecture
  - ☐ Context
  - ☐ Business

## QUESTION 16

Look at the following scenario: A WebApp is designed and developed to handle student loan application. The application consists of five pages of forms that a student needs to fill in. A student starts the application, by filling out the demographic information like name, age, social security number, address on the first page. When the student gets to the fifth page, he finds an eligibility test. He finds that he is not eligible for the student loan. Which of the following Golden Rules does this design violate?

- ☐ Place the user in control.
- ☐ Reduce the user's memory load.
- ☐ Make the interface consistent.
- ☐ All of the above.

## QUESTION 17

1. Which of the following is not one of the factors considered during component qualification?
- ☐ Run-time requirements
  - ☐ Service requirements
  - ☐ Security features
  - ☐ Non of the above

## QUESTION 18

1. Which of the following is a level of design focus that can be used to categorize WebApp patterns?
- ☐ Functional patterns
  - ☐ Layout patterns
  - ☐ Behavioral patterns
  - ☐ None of the above

## QUESTION 19

1. Which of the following is not one of the content architectural structures used by web engineers?
- ☐ linear
  - ☐ grid
  - ☐ parallel
  - ☐ network

## QUESTION 20

1. One means of defining user interface objects and actions is to conduct a grammatical parse of the user scenario.
- ☐ True
  - ☐ False

**QUESTION 21**

Which of the following user interface design violates the principle of consistency?

- ☐ There is no button to return to the previous page.
- ☐ There is no button to return to the homepage.
- ☐ There is a menu item “File->Save” while there is a button “Save” on the tool bar for the same functionality.
- ☐ There are two toggle buttons on the same Web page. One button has label “Show comment” while the other has label “Sound is on”.

**QUESTION 22**

1. Software coupling is a sign of poor architectural design and can always be avoided in every system.

- ☐ True
- ☐ False

**QUESTION 23**

1. Which of the following is not one of the architectural considerations?

- ☐ Spacing
- ☐ Symmetry
- ☐ Provability
- ☐ Economy

**QUESTION 24**

1. Which of the following is not an architectural genre?

- ☐ Data-centered architectures
- ☐ Semantic architectures
- ☐ Layered architectures
- ☐ Call and return architectures

**QUESTION 25**

1. Most user interface design patterns fall within one of \_\_\_\_ categories of patterns.

- ☐ two
- ☐ five
- ☐ ten
- ☐ hundreds

**QUESTION 26**

1. Object-oriented programming has the following characteristics:

- ☐ Abstraction, encapsulation, diffeomorphism, inheritance
- ☐ Abstraction, overloading, interface, inheritance
- ☐ Encapsulation, abstraction, polymorphism, inheritance
- ☐ Encapsulation, methods, inheritance, structures

**QUESTION 27**

1. Abstraction and refinement are the same concepts.

- ☐ True  
☐ False

**QUESTION 28**

1. A framework is an architectural pattern.

- ☐ True  
☐ False

**QUESTION 29**

1. Which of the following is a common MobileApp design mistake?

- ☐ consistency  
☐ interoperability  
☐ lean design  
☐ overdesigning

**QUESTION 30**

1. Interface design patterns typically include a complete component-level design (design classes, attributes, operations, and interfaces).

- ☐ True  
☐ False