

Submission Details

Grade: **20 / 20**

Midterm Module A

Gasser Ahmed submitted Oct 14 at 12:12am

Midterm Module A

Due Oct 16 at 11:59pm

Points 20

Questions 20

Time Limit 30 Minutes

Instructions

The multiple choice questions in this midterm module cover course modules 1 though 6. Please review these modules before you take the midterm, particularly the slides.

There are 20 questions. Once you begin the quiz you will have 30 minutes to complete it.

Attempt History

| | Attempt | Time | Score |
|--------|------------------|------------|--------------|
| LATEST | <u>Attempt 1</u> | 16 minutes | 20 out of 20 |

Score for this quiz: **20** out of 20
Submitted Oct 14 at 12:12am
This attempt took 16 minutes.

Question 1

1 / 1 pts

Which of the following is NOT a principle you should follow when developing software?

Code first, fix bugs later

Keep it simple

Maintain the vision

Plan ahead for reuse

Correct!

Question 2**1 / 1 pts**

What activities (in order) make up Pressman's generic process framework?

Correct!

- ☐ Communication, modeling, construction, testing, and deployment
- ☒ Communication, planning, modeling, construct, and deployment
- ☐ Concept, planning, construction, deployment, and maintenance
- ☐ Concept, planning, modeling, construction, and maintenance

Question 3**1 / 1 pts**

Which of the following is NOT something Pressman emphasizes in his textbook?

Correct!

- ☐ A main goal of software engineering is its focus on quality
- ☐ Any software process must balance discipline with agility
- ☐ Any software process must consider how to respond to change
- ☒ Software engineering techniques must be applied rigorously

Question 4**1 / 1 pts**

Which of the following life-cycle activities is the most time consuming?

- ☐ Analysis and design

Correct!

- ☒ Maintenance
- ☐ Requirements gathering
- ☐ Testing and verification

Question 5**1 / 1 pts**

Which of the following is NOT a phase in the Unified Process model?

- ☐ Construction
- ☐ Elaboration
- ☐ Inception

Correct!

- ☒ Modeling

Question 6**1 / 1 pts**

Which type of prototype are you most likely to throw away

- ☐ elemental prototype
- ☐ evolutionary prototype
- ☐ incremental prototype
- ☒ rapid prototype

Correct!

Question 7**1 / 1 pts**

Which of the following would describe the meaning of a scrum team in software development?

Correct!

A scrum team is a self-organizing interdisciplinary team consisting of a product owner, a scrum master, and a small development team.



A scrum team is a group of stakeholders invested in the product.



A scrum team is organized by management into an interdisciplinary team in order to complete the software development.



A scrum team is a loose team of people that can come and go in the development stage and often have no formal project title.

Question 8**1 / 1 pts**

In a Scrum process, who decides what goes into the product backlog?

Correct!

The process facilitator



The product owner



The project manager



The Scrum master

Question 9**1 / 1 pts**

Question 9

1 / 1 pts

In agile development, what is the primary measure of progress?

- ☐ customer-developer interaction
- ☐ cyclomatic complexity
- ☐ documentation
- ☒ working software

Correct!**Question 10**

1 / 1 pts

Which of the following is NOT a common practice in XP coding and/or testing?

- ☐ Acceptance tests are used to assess customer visible functionality
- ☒ Code comments are used extensively to facilitate understandability
- ☐ Pair programming is used to help ensure quality
- ☐ Unit tests are written *before* coding commences

Correct!**Question 11**

1 / 1 pts

What is the overriding goal of software engineering, regardless of the method used to achieve this goal?

- ☐ To deliver an end product that meets all specifications of the stakeholders.

Correct!

To deliver on-time, high-quality, operational software that contains functions and features that meet the needs of all stakeholders.



To provide a product on-time, meeting budget and meets the specifications of the stakeholders.



To provide features and functions that meet the needs of the stakeholder in a timely manner.

Question 12**1 / 1 pts**

Which of the following is NOT one of the principles of communication?

Correct!

Expect ambiguous requirements from the customer



Fact-to-face communication is best



Listen to the other person



When you agree, disagree, or when you are blocked - move on

Question 13**1 / 1 pts**

Which of the following is NOT one of the tasks encompassed by requirements engineering?



Inception

Correct!☐ Elaboration☒ Transition☐ Validation**Question 14****1 / 1 pts**

Primary actors interact to achieve required system function and derive the intended benefit from the system. They work directly and frequently with the software. What are secondary actors?

☐ Secondary actors are found during further investigation and added to the system.☐ Secondary actors are not considered as important as primary actors.**Correct!**☒ Secondary actors support the system so that primary actors can do their work.☐ Secondary actors represent the customers and end users.**Question 15****1 / 1 pts**

What are singleton classes?

Correct!☒ Classes that can create only one object☐ Classes that implement only one interface

- ☐ Classes that inherit from only one other class
- ☐ Classes with only one method

Question 16**1 / 1 pts**

According to Glass (Software Facts and Fallacies), the two most common causes of runaway projects are:

- ☐ adding more people to an already late project and wishful thinking
- ☐ bad design and lack of unit testing
- ☐ buggy deliverables and cost overruns
- ☒ poor estimation and unstable requirements

Correct!**Question 17****1 / 1 pts**

Which of these is not an element of a requirements model according to Pressman?

- ☐ Behavioral elements
- ☐ Class-based elements
- ☒ Data elements
- ☐ Scenario-based elements

Correct!

Question 18**1 / 1 pts**

While it is technically possible to show control structures such as looping and alternative behavior in a sequence diagram, you are better off using this type of diagram

Correct!

- ☒ Activity diagram
- ☐ Deployment diagram
- ☐ State diagram
- ☐ Swimlane diagram

Question 19**1 / 1 pts**

UML activity diagrams are useful in representing which analysis model elements?

Correct!

- ☐ Behavioral elements
- ☐ Class-based elements
- ☐ Flow-based elements
- ☒ Scenario-based elements

Question 20**1 / 1 pts**

The UML sequence diagram shows example objects and the messages that are passed between these objects

Correct!☒ True☐ FalseQuiz Score: **20** out of 20

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