Midterm Module C

Due Oct 16 at 11:59pm **Time Limit** 30 Minutes Points 20

Questions 20

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	Attempt 1	29 minutes	19 out of 20

Score for this quiz: **19** out of 20 Submitted Oct 14 at 1:18am This attempt took 29 minutes.

Question 1	1 / 1 pts
What is an umbrella activity?	
An activity that provides a method of planning and tracking the project.	some aspect of
An activity that provides measurement tools to show how contimetable of the project is.	on track the

An activity that provides software teams with a means of managing progress, quality, change, and risk.

An activity that provides tools that help the software project manager determine feasibility of the project.

What is Brooks Law? 80% of the bugs occur in 20% of the code Adding more programmers to a late project will make it even later Document your design, not your code What you produce, others will consume

Which of the following is NOT a question that is commonly asked by software engineers? Why can't we find errors earlier? Why does developing software take so long? Why is coding and testing so hard?

Why is measuring progress so hard?

Question 4	1 / 1 pts
Which of the following is NOT a category of the seven software application domains?	
embedded software	
legacy software	
system software	
web/mobile software	
	Which of the following is NOT a category of the seven software application domains? embedded software legacy software system software

,	Question 5	1 / 1 pts
	What type of maintenance is done the most?	
	Adaptive	
	Corrective	
Correct!	Modification	
	Preventative	

Question 6 1 / 1 pts

	In the traditional (Wikipedia) version of the Unified Process model, what phase takes up the most resources?
Correct!	Construction
	 Elaboration
	 Production
	 Transition

What would be the typical definition of a stakeholder? A stakeholder has some vested interest in the outcome of the software project which can be financially, or workplace invested. A stakeholder is normally people involved at the managerial level of the business or the owner. A stakeholder is someone who provides the financial resources for the software project. A stakeholder is typically the end user of the product.

Question 8 1 / 1 pts

	Which of the following is NOT a principle of agility?
	Adaptability to changing requirements.
	Continuous attention to technical excellence.
	Customer satisfaction.
Correct!	Ability to measure outcomes.

	Question 9	1 / 1 pts
	In a Scrum process, how long should a typical Sprint last?	
Correct!	1-4 weeks	
	○ 2-6 days	
	○ 6-8 weeks	
	O between 2 weeks and 2 months	

Question 10	1 / 1 pts
Fill in the blanks. The backlog is a prioritized list of requirements or features that provide business value for the cust whereas the backlog is a list of items selected by the development team to be completed in upcoming sprints.	
 Scrum and sprint 	

Scrum and product

Product and sprint

Sprint and development

Question 11

1 / 1 pts

Which of the following is NOT a term or concept associated with Extreme Programming?

Correct!

- Executable architecture
- Pair programming
- Project velocity
- User stories

Question 12

0 / 1 pts

Why is communication considered so important within in the software development project?

Customers and end users need a method of communicating during the project that allows them input at appropriate times or they will not feel valued.

orrect Answer

Customers need to be able to communicate their requirements in a manner that can then be translated into the project fundamentals.

Effective communication between the customer and other stakeholders is important.

ou Answered

Correct!



Understanding the difference between the customer and end user is vital when starting a communication dialog; otherwise the project could have misunderstandings that could hinder project development.

Which of the following is NOT one of the core principle of software engineering? Be agile Be ready to adapt Focus on quality Use appropriate data structures

Question 14

1 / 1 pts

Which of the following questions is NOT part of requirements validation?

Can the	e requirements be implemented in a user-friendly way?
Do the wor product?	rk products conform to the standards established for the
O Have a	Il software requirements been unambiguously stated?
Have incor	nsistencies, omissions, and errors been detected and corrected

This requirements engineering task focuses on developing a refined requirements model that identifies various aspects of software function, behavior, and information. Inception Elicitation Negotiation

Question 16 1/1 pts Which of the following is NOT something Joshua Block (Effective Java) would recommend? Declare all local variables at the top of a method

https://canvas.vt.edu/courses/115592/quizzes/225250

Correct!

O Prefer f	for-each loops to	o tradition			
		ง เเลนเนอกล	al for loop	OS	
Return	empty Arrays o	r Collectio	ons rather	than null	

Which of the following is the best way to declare and initialize a Java Map? HashMap<String, Color> colorMap = new HashMap<>(); Map colorMap = new HashMap<>(); Map<String, Color> colorMap = new HashMap(); Map<String, Color> colorMap = new HashMap<>();

The state transition diagram depicts relationships between data objects depicts functions that transform the data flow indicates how data are transformed by the system correct! indicates system reactions to external events

	Question 19	1 / 1 pts
	In Time Boxing, if you can't build all you intended during an iterat	ion:
	You must deliver beta (likely buggy) software	
Correct!	You must leave out some functionality	
	You must push back the delivery date	
	You can either leave out functionality or push back the delivery da	ate
L		

	Question 20 1 / 1 pts
	Which of the following is the best summary of what is done in refactoring?
	Strengthening the design of the code and optimizing performance
	Strengthening the design of the code and optimizing performance while debugging
	Strengthening the design of the code while debugging
Correct!	Strengthening the design of the code without changing the functionality

Quiz Score: 19 out of 20