M1 Practice Quiz

Due Oct 16 at 11:59pm Points 5 Questions 5 Time Limit None

Instructions

This practice quiz has 5 questions about Module 1 and no time limit.

Attempt History

| | Attempt | Time | Score |
|--------|-----------|-----------|------------|
| LATEST | Attempt 1 | 4 minutes | 5 out of 5 |
| | | | |

Submitted Oct 6 at 8:23pm

| Question 1 | 1 / 1 pts |
|---|--|
| Which of the following is true of the software in a system? | |
| Software is a logical element of the system. | |
| Software is a physical element of the system. | |
| Software is both a logical and physical element of the system. | |
| Software is something tangible and can be used in a system. | |
| | Which of the following is true of the software in a system? Software is a logical element of the system. Software is a physical element of the system. Software is both a logical and physical element of the system. |

| Question 2 | 1 / 1 pts |
|--|-----------|
| What is Brooks Law? | |
| 80% of the bugs occur in 20% of the code | |

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| Adding more programmers to a late project will make it even later |
|---|
| Document your design, not your code |
| What you produce, others will consume |

| | Question 3 | 1 / 1 pts |
|----------|---|-----------|
| | In Pressman's generic framework, which tasks are involved in the construction activity? | e |
| | analysis and design | |
| Correct! | coding and testing | |
| | O delivery and feedback | |
| | requirements and analysis | |

| | Question 4 1/1 pt | s |
|----------|--|---|
| | Which of the following is NOT a question that is commonly asked by software engineers? | |
| | Why can't we find errors earlier? | |
| Correct! | Why does developing software take so long? | |
| | Why is coding and testing so hard? | |
| | ○ Why is measuring progress so hard? | |

| | Question 5 | 1 / 1 pts | |
|----------|---|-----------|--|
| | Which of the following is NOT a principle you should follow when developing software? | | |
| Correct! | Code first, fix bugs later | | |
| | ○ Keep it simple | | |
| | Maintain the vision | | |
| | Plan ahead for reuse | | |