

Midterm Module B

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 through 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> | 29 minutes | 18 out of 20 |

Score for this quiz: **18** out of 20

Submitted Oct 14 at 12:43am

This attempt took 29 minutes.

Question 1

1 / 1 pts

Which of the following is true of the software in a system?

Correct!

- ☒ 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.

Question 2**1 / 1 pts**

In software engineering, which activities relate to understanding the problem?

- ☐ code generation
- ☒ communication and analysis
- ☐ modeling and design
- ☐ testing and quality assurance

Correct!**Question 3****1 / 1 pts**

Which of the following is NOT an umbrella activity?

- ☐ configuration management
- ☒ estimation
- ☐ measurement
- ☐ quality assurance

Correct!**Question 4****0 / 1 pts**

Which of the following is NOT a question that developers ask themselves when deciding how best to adapt a software process to their needs?

You Answered

☐ How much emphasis should we give to each activity?☒ How much should we involve the stakeholders?

Correct Answer

☐ What unit tests should we write?☐ Which work products should we emphasize?**Question 5****1 / 1 pts**

Which of the following best explains the term process flow?

☐ Describes how activities repeat before proceeding to the next.☒ Describes how the framework activities and the actions and tasks that occur within each framework activity are organized with respect to sequence and time.☐ Describes the execution of each of the five framework activities in sequence, beginning with communication and culminating with deployment.☐ Describes the execution of one or more activities in parallel with other activities.**Correct!****Question 6****1 / 1 pts**

The most popular reason for building a software prototype is to

Correct!

- ☐ identify good design choices
- ☐ identify good performance choices
- ☒ identify software requirements
- ☐ identify user interface elements

Question 7**1 / 1 pts**

If you release software too soon, you risk failure because you have too many defects in your product; if you release software too late, you risk failure because...

Correct!

- ☐ you spend too much money on your product
- ☐ your bugs become too expensive to fix
- ☒ your competitors beat you to market
- ☐ your software becomes hard to maintain

Question 8**1 / 1 pts**

Which of the following is NOT generally used in XP Design?

- ☐ CRC cards
- ☐ Refactoring
- ☐ Spike solutions

Correct!

- ☒ UML sequence and class diagrams

Question 9**1 / 1 pts**

In agile development, what is the most important success factor?

☐ documentation

☒ people

☐ processes

☐ tools

Correct!**Question 10****1 / 1 pts**

Within a scrum, a sprint is a short time-boxed period of time. Which of the following best describes a sprint?

☐

Work that starts off fast, as in a sprint, but then slows down to a steady pace.

☒

Work that takes place within a relatively short time frame.

☐

Work that has been running at an even pace but then finishes quickly at the end.

Correct!



Work that races along quickly to a given point irrespective of whether it gets finished.

Question 11**1 / 1 pts**

Which of the following is NOT one the principles of Agile Modeling as given by Scott Ambler?

☐ A model should communicate content, syntax is secondary

☐ If a model feels wrong, it is

☒ Use UML for models unless there is a good reason not to

☐ Your primary goal is build software, not models

Correct!**Question 12****1 / 1 pts**

Why should you design tests that reveal errors?



Designing tests that reveal errors during the testing phase provides more informed feedback to the software team to allow for review and adjustment before the system goes live.



It's always good to know where there is a problem in the system so that the team can work on fixing it.

Correct!



Tests that show errors mean that something has gone wrong with the code and it needs to be fixed.



The statement is incorrect as it is better to design a test that gives correct results rather than errored results.

Question 13**1 / 1 pts**

In the inception phase of requirements engineering, which kinds of questions are NOT a priority?



questions that help you assess communication



questions that help you decide on tools and technologies



questions that help you identify stakeholders



questions that help you understand the problem

Correct!**Question 14****0 / 1 pts**

This requirements engineering task is intended to ensure that conflicting requirements are understood by all stakeholders and resolved before the problematic requirements are implemented.



Elaboration



Negotiation

Correct Answer

You Answered

☐ Specification☒ Validation**Question 15****1 / 1 pts**

Which of the following properties is NOT one that a custom equals method should have?

Correct!☒ If `x == null`, then `x.equals(null)` is true also.☐ If `x.equals(y)` and `y.equals(z)`, then `x.equals(z)`.☐ If `x.equals(y)` at some point, then `x.equals(y)` at another point, as long as `x` and `y` have not changed their object value.☐ `x.equals(y)` if and only if `y.equals(x)`.**Question 16****1 / 1 pts**

Which of the following types does NOT implement the Comparable interface?

Correct!☐ Integer☒ Array☐ Enum☐ String

Question 17**1 / 1 pts**

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

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

Correct!**Question 18****1 / 1 pts**

According to Fowler, iterative development explicitly assumes you will be reworking and deleting existing code during later iterations.

- ☒ True
- ☐ False

Correct!**Question 19****1 / 1 pts**

Creation and refinement of use cases is an important part of which type of modeling?

- ☐ Behavioral modeling

Correct!

- ☐ Class-based modeling
- ☐ Flow-based modeling
- ☒ Scenario-based modeling

Question 20**1 / 1 pts**

This UML diagram describes the types of objects in a system and the various kinds of static relationships that exist among them.

Correct!

- ☐ Activity diagram
- ☒ Class diagram
- ☐ Deployment diagram
- ☐ Use Case diagram

Quiz Score: 18 out of 20