QB4Solution

A [ 13 points]True/False (1 point each)

[A1] The micro process deals with the overall software development lifecycle. (F)

[A2] The macro process deals with specific analysis and design techniques. (F)

[A3] Each phase of the macro process can have multiple iterations. (T)

[A4] Agile development requires more user involvement than a planned process. (T)

[A5] An agile process requires more documentation than a planned process. (F)

[A6] An agile process is recommended for small projects and a planned process is recommended for large projects. (T)

[A7] Agile processes emphasize architecture. (F)

[A8] Architecture is of great relevance to end users. (F)

[A9] Two post-transition activities are: evolution, and maintenance. (T)

[A10] Version control is recommended for classes, not components. (F)

[A11 A reuse engineer and a tool smith may be unaffordable luxuries in

a development team. (T)

[A12] Object oriented development encourages reuse of software. (T)

[A13] Reuse of artifacts besides code is possible. (T)

[B, 6 points ] Fill-in:

[B1] The four phases of the macro process are: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

(Inception, Elaboration, Construction, Transition)

[B2 ] State the milestones reached at the end of each of the four phases of the macro process: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Inception : Scope understood

Elaboration: Architecture Stable

Construction: Ready for testing

Transition: Ready for deployment

[B3] \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the “heartbeat” of the project. (duration of iteration)

[B4] In object-oriented development, the three kinds of testing, and personnel involved in it, are: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_,

Unit testing : Application Programmer

Component Testing: Component Lead

System testing: Quality Assurance Team

[B5] Documentation must provide \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ back to system requirements.

traceability

[B6 ] The three kinds of tools important for object-oriented development are:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Visual Development tools

Configuration Management tools

Object Oriented Library