Started on	Saturday, 17 August 2024, 9:01 PM
State	Finished
Completed on	Saturday, 17 August 2024, 9:31 PM
Time taken	30 mins

Question **1**

Complete

Marked out of 1.00

When you need to provide services that the users can access them easily from a distance, you should use ...

Select one:

- a.   Client – Server
- b.   Layered architecture
- c.   Pipe and filter
- d.   Repository pattern

Question **2**

Complete

Marked out of 1.00

When you design a system that processes data in batches and follows a sequence of steps to create the output corresponding to each input, you should use ...

Select one:

- a.   Pipe and filter
- b.   Layered architecture
- c.   Client – Server
- d.   Repository pattern

Question **3**

Complete

Marked out of 1.00

Choose correct statements.

Select one or more:

☐ a. Testing is static verification

☐ b. Inspection is dynamic verification

☑ c. Testing is dynamic verification

☑ d. Inspection is static verification

Question **4**

Complete

Marked out of 1.00

What is pair programming?

Select one:

○ a. It is an algorithm that finds pair numbers in a set of integers.

◉ b. A development method, where two developers work on the same workstation.

○ c. It is a way of rectifying errors in programs by looking for pairs of errors.

○ d. It is a programming process, where a programmer writes the program twice just in case.

Question **5**

Complete

Marked out of 1.00

Plan-driven or agile approach ?

Large, complex system that is developed by multiple distributed teams	plan-driven
Systems that have long lifetime	plan-driven
Systems that require a lot of analysis before implementation	plan-driven
Systems that have less external regulations	agile
All team members high skills	agile
Systems that have stable requirements	plan-driven

Question 6

Complete

Marked out of 1.00

Choose ALL correct statements about testing

Select one or more:

- ☐ a. Testing can proves the correctness of the program
- ☑ b. Testing is dynamic verification
- ☑ c. Testing only finds errors in input test data
- ☐ d. Testing is static verification

Question 7

Complete

Marked out of 1.00

When you have a large amount of data that needs to be maintained for a long time at one place and that all components of the system can access this data directly, you should use ...

Select one:

- ○ a. MVC
- ○ b. Client – Server
- ○ c. Layered architecture
- ◉ d. Repository pattern

Question 8

Complete

Marked out of 1.00

When you need to secure your system, you should use ...

Select one:

- ○ a. MVC
- ○ b. Client – Server
- ◉ c. Layered architecture
- ○ d. Pipe and filter

Question **9**

Complete

Marked out of 1.00

Choose ALL correct statements

Select one or more:

- ☑ a. In practice, requirements engineering and architectural design are overlapped.

- ☑ b. The architecture needs to be designed so that it satisfies both functional and non-functional requirements.

- ☑ c. Architecture is the first stage of the system design process

- ☐ d. Architecture is composed of a sequence of activities.

Question **10**

Complete

Marked out of 1.00

Performance testing is only important for real-time or embedded systems.

Select one:

- ○ a. True

- ◉ b. False

Question **11**

Complete

Marked out of 1.00

Choose all the activities of a Scrum master

Select one or more:

- ☐ a. Write product backlogs

- ☑ b. Communicate with customers and product owner

- ☐ c. Write sprint backlogs

- ☑ d. Organize daily meeting.

- ☐ e. All of these.

Question **12**

Complete

Marked out of 1.00

What is the normal order of activities in which traditional software testing is organized ?

Select one:

○ a.   unit testing, component testing, release testing, user testing, system testing

○ b.   unit testing, component testing, release testing, system testing, user testing

○ c.   component testing, system testing, release testing, user testing, unit testing

◉ d.   unit testing, component testing, system testing, release testing, user testing

Question **13**

Complete

Marked out of 1.00

When you have different modes of interaction with your system, you should use ...

Select one:

○ a.   Repository pattern

◉ b.   MVC

○ c.   Client – Server

○ d.   Layered architecture

Question **14**

Complete

Marked out of 1.00

Locating or identifying the bugs is known as _____

Select one:

○ a.   Coding

◉ b.   Testing

○ c.   Design

○ d.   Debugging

Question **15**

Complete

Marked out of 1.00

Aren't design patterns applicable to the design of object-oriented software ?

Select one:

○ a.   False

○ b.   True

Question **16**

Complete

Marked out of 1.00

Can we reuse architectural models ?

Select one:

○ a.   No, because architectural models depend on non-functional requirements.

◉ b.   Yes, because applications that are built around a core architecture with variants that satisfy specific customer requirements.

○ c.   No, architectural models of different systems are different.

○ d.   Yes, because the architectural models for applications in the same application domain are exactly the same.

Question **17**

Complete

Marked out of 1.00

In agile approach, the highest priorities requirements to satisfy the customer will be developed in the first increments.

Select one:

○ a.   False

◉ b.   True

Question 18

Complete

Marked out of 1.00

Which one is NOT belong to principles of agile methods:

Select one:

○ a. Customer involvement

○ b. Incremental delivery

○ c. Maintain simplicity

◉ d. Process-focused approach

Question 19

Complete

Marked out of 1.00

Scrum is ...

Select one:

○ a. All are correct.

◉ b. Agile management approach

○ c. Agile development approach

○ d. Plan-driven approach

Question 20

Complete

Marked out of 1.00

A testing conducted at the developer's site under validation testing.

Select one:

◉ a. alpha

○ b. lambda

○ c. gamma

○ d. unit

Question 21

Complete

Marked out of 1.00

Debugging is not testing, but always occurs as a consequence of testing.

Select one:

- ◉ a.   True
- ○ b.   False

Question 22

Complete

Marked out of 1.00

Match each testing activity with the correct testing goal.

component testing	defect testing
release testing	validation testing
system testing	validation testing
unit testing	defect testing
user testing	validation testing

Question 23

Complete

Marked out of 1.00

In MVC model, the view corresponds to the

Select one:

- ○ a.   Business-logic layer
- ○ b.   Domain object layer
- ◉ c.   Interface layer
- ○ d.   Data-access layer

Question 24

Complete

Marked out of 1.00

The concepts and techniques discussed for _____ can be used in the conjunction with a pattern-based approach.

Select one:

- a. architectural design
- b. all of these
- c. component-level design
- d. user interface design

Question 25

Complete

Marked out of 1.00

Choose ALL correct statements: Defect testing ...

Select one or more:

- a. Is checking whether the system matches the users' needs.
- b. Is finding bugs.
- c. Is used in release testing.
- d. Is used in development testing.

Question 26

Complete

Marked out of 1.00

Which of the following is NOT part of the Agile Manifesto?

Select one:

- a. Responding to change over following a plan
- b. Individuals and interactions over processes and tools
- c. Contract negotiation over customer collaboration
- d. Working software over comprehensive documentation

Question 27

Complete

Marked out of 1.00

Which design is equivalent to the bedrock of a software ?

Select one:

- ○ a.   Architectural design
- ○ b.   Component-level design
- ○ c.   Interface design
- ○ d.   Data design

Question 28

Complete

Marked out of 1.00

In the context of object-oriented software engineering, a component contains ...

Select one:

- ○ a.   attributes and operations
- ○ b.   set of collaborating classes
- ○ c.   roles for each actor (device or user)
- ○ d.   instances of each class

Question 29

Complete

Marked out of 1.00

A set of activities ensures that software correctly implements its specification.

Select one:

- ○ a.   implementation
- ○ b.   testing
- ○ c.   verification
- ○ d.   validation

Question **30**

Complete

Marked out of 1.00

Which of these are NOT user interface design principles ?

Select one or more:

- ☑ a. User interface should use developers' terms and concepts.

- ☐ b. User interface should have built-in user assistance or help facilities.

- ☐ c. System commands and menus should have the same format, parameters should be passed to all commands in the same way.

- ☑ d. User interface should behaves in an unexpected way.