## Choose the correct answer from a, b, c, and d: 1- Which of these is incorrect? (a) Software engineering belongs to Computer science. (b) Software engineering is a part of more general form of System Engineering. (c) Computer science belongs to Software engineering. (d) Software engineering is concerned with the practicalities of developing and delivering useful software. **2-** Efficiency attribute of good software means that \_\_\_\_\_\_. (a) Software should not make wasteful use of system resources such as memory and processor. (b) Software should be written in such a way that it can evolve to meet the changing needs of customers. (c) Software should not cause physical or economic damage in the event of system failure. 3- Software should not make wasteful use of system resources such as memory and processor cycles. This good characteristic is called ... (a) Maintainability (b) Dependability (c) Efficiency (d) Acceptability 4- Which of these is true? (a) Generic products and customized products are types of software products. (b) Generic products are produced by organization and sold to open market. (c) Customized products are commissioned by particular customer. (d) All of the above. 5- What is the main disadvantage of the Waterfall model? a) It's difficult to manage. b) It's not suitable for large projects. c) It doesn't accommodate changes well. (d) It requires extensive documentation 6- The phone billing systems and the salary payment systems are examples of ... systems (a) Data collection (b) Embedded control (c) Batch processing (d) Modeling and simulation 7- The hardware devices that are controlled and managed by a software as the mobiles are examples of ... systems (a) Data collection (b) Embedded control (c) Batch processing (d) Modeling and simulation 8- In which phase the system is changed in response to the customer needs? (a) Specification (b) Development (c) Validation (d) evolution **9-** Attributes of good software include .

(d) evolution

9- Attributes of good software include\_\_\_\_\_.

a. Development and testability b. Acceptability. C. Heterogeneity

10- The incremental development model is\_\_\_\_\_.

a. A suitable approach when the requirements are well defined.

b. A good approach when a software product is required quickly.

c. A revolutionary model that is not used for commercial products.

11- Software is an engineering discipline that is concerning with all aspects of software production.

(a) True.	b. False
12- The hardware devices that of systems  (a) Data collection  (b) Embedded control  (c) Batch processing  (d) Modeling and simulations.	t are controlled and managed by a software as the mobiles are examples
	not an application of embedded software product? system aying
<b>14-</b> Which activity involves the tra a) Requirements Engineering	anslation of software design into source code? b) Design c) Implementation d) Testing wasteful use of system resources such as memory and processor cycles. c called
(a) Maintainability (b) Dependability (c) Efficiency (d) Acceptability  16- What is the purpose of the test	ting process activity?
<ul><li>b) To write code</li><li>c) To gather requirements fror</li><li>d) To design the software arcl</li></ul>	hitecture
b.The best approach to use to c.A risky model that rarely	nen requirements are well defined.  for projects with large development teams.  produces a meaningful product.  customer cannot define requirements clearly
18- The second activity of the  (a) Development  (b) Evolution  (c) Specification  (d) Validation	software process is
<ul> <li>(a) Software dependent</li> <li>(b) Software developm</li> <li>(c) Software validation</li> <li>(d) Software specification</li> </ul>	nent. 1.
B. A good approach when	•

## Given the following key terms:

- a- Security b-Structure natural language c- Architectural design
- d- Non-functional requirement e- Software engineering
  - f- Component-based software engineering
- g- Safety-critical systems h- Requirements engineering
- i- Software maintenance j- Software process

## Match each of the above key terms with the definition that fits it:

- 1- The system development process that focuses on integrating reusable components into a system rather than developing from scratch f- Component-based software engineering
- 1- It involves correcting errors which were not discovered in earlier stages of the software life cycle.

  f- Component-based software engineering
- 2- Systems whose failure may result in injury, loss of life or serious environmental damage i- Software maintenance
- 3- The set of activities and associated results that produce a software product g- Safety-critical systems
- 4- It is concerned with the practicalities of developing and delivering useful software.

  i- Software process
- 5- The identification and documentation of the sub-systems that make up the system. e- Software engineering
- 6- The constraints on the services or functions offered by the system c- Architectural design
- 7- A way of writing system requirements where the freedom of the requirements d- Non-functional requirement
- 8- writer is limited and all requirements are written in a standard way. b-Structure natural language
- 9- The process of understanding and defining what services and constrains of the system's operation and development .(h) Requirements engineering
- 10- The attribute that enables the system to protect itself from external attacks that may accidental or deliberate.
  - a- Security