

1.A software development process in which the smallest testable parts of an application.

Ans: Unit test

2.A technique used in user-centered interaction design to evaluate a product by testing it on users.

Ans: Usability test

3.What is the right development methodology for your project when

- the project is simple
- the project is complicated, but you have the expertise to deliver it
- it is all you know and you have no support for change
- the upfront investment is not risky to make
- you focus your performance measures on delivery date and budget

Ans: Waterfall

4.An individual who is responsible for the planning, organization, resource management, and discipline pertaining to the successful completion of a specific project or objective.

Ans: Project manager