BVRIT HYDERABAD College of Engineering for Women

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Fill in the Blanks

Year	:	III	**Semester**	:	III/ I	**Regulations** :	R18
Course Code	:		**Course Name**	:	SOFTWARE ENGINEERING		
Academic Year	:	2021-2022					
Faculty Name(s)	:	M.Sundari					

UNIT-IV: Syllabus		
S.No	**Question**	**Answer**
1	_____are Weak entities are represented in UML diagrams by using aggregations.	qualified
2	An operation can be described as_____.	Object & Class
3	_____among these are the rules to be considered to form Class diagrams.	Class symbols least a name compartment
4	_____diagram is time-oriented?	sequence
5	_____ represented by In UML diagrams, relationship between component parts and object.	aggregation
6	_____diagram in UML shows a complete of a modeled system at a specific time	object
7	_____UML diagrams has a static view.	usecase
8	_____that is theoretically feasible but programmatically restricted value.	object diagram
9	_____ has to be reverse-engineered.	target
10	_____select from the following in which engineering and reverse engineering can be applicable	Class diagram
11	in a sequence diagram, the _____ indicates when an object sends or	Request link

	receives a message.	
12	Use case descriptions consist of interaction_____?	Product & Actor
13	___ refers to all activities that go into producing an information systems solution.	Systems development
14	___ is a series of processes that, if followed, can lead to the development of an application.	Software development methodology
15	Algorithms + Data structures = ___.	Programs
16	The Unified Approach is based on methodologies by ___, ___, and ___.	Booch, Rumbaugh and Jacobson
17	The ___ is a set of notations and conventions used to describe and model an application.	Unified Modeling Language (UML)
18	___ is an approach to software development that allows us to create objects that represent tangible elements.	Layered architecture
19	___ makes software development easier, quicker, and more natural.	Object oriented programming
20	The term ___ means a combination of data and logic that represents some real-world entity.	Object
21	___ represent the state of an object.	Attributes or properties
22	___ is the principle of concealing the internal data and procedures of an object.	Information hiding
23	System development can be viewed as a ___.	process
24	A process can be divided into small, interacting phases called ___.	subprocess
25	Full form of COTS: _____	Commercial off The Shelf
26	___ measures the consistency of the product requirements with respect to the design specification.	Correctness
27	___, ___ and ___ are the three macro processes in systems development.	Analysis, design and implementation
28	___ are the users of the system.	Actors
29	The intersection among objects' role to achieve a given goal is called ___.	Collaboration
30	___ is a set of methods, models, and rules for developing systems.	Object oriented methodology
31	Consumer-producer relationship can also be called a ___ association or a ___ relationship.	Client-server, use
32	A car object is an ___ of other objects such as an engine, seat and wheels.	Aggregation

33	___ provides a means for communicating ideas in an easy-to-understand and unambiguous form.	Modelling
34	An object oriented system organizes classes into a ___ hierarchy.	Subclass-super class
35	___ is the property of object oriented systems that allows objects to be built from other objects.	Inheritance
36	OMT separates modelling into ___, ___ and ___.	Object model, dynamic model and functional model
37	The Booch methodology prescribes a ___ development process and a ___ development process.	Macro, micro
38	During ___, you establish the core requirements of the system.	Conceptualization
39	___ are the scenarios for understanding system requirements.	Use cases
40	___ is a method of object oriented development with the specific aim to fit the development of large, real-time systems.	Object Oriented Software Engineering or Objectory
41	___ identifies the key aspects of a common design structure that make it useful for creating a reusable object oriented design.	patterns
42	A ___ is a way of presenting a generic solution to a problem that can be applied to all levels in development.	Framework
43	The ___ combines the best practices, processes, methodologies, and guidelines along with UML notations and diagrams for better understanding object oriented concepts and system development.	Unified Approach (UA)
44	___, ___ and ___ are the three layers in the layered approach to software development.	Access layer, business layer, view layer
45	The ___ is a graphical modelling language that provides us with syntax for describing the major elements of software systems.	Unified Modeling Language (UML)
46	A ___ is a description of a set of objects that share the same attributes, operations/methods, relationships, and semantics.	Class
47	An ___ is a collection of operations that specify a service of a class or component.	Interface
48	A ___ is a physical and replaceable part of a system that conforms to and provides the realization of a set of interfaces.	Component
49	A ___ extends the vocabulary of the UML, allowing you to create new kinds of building blocks that are derived from existing ones but that are specific to your problem.	Stereotype
50	A ___ extends the properties of a UML building block, allowing you to create new information in that element's specification.	Tagged value