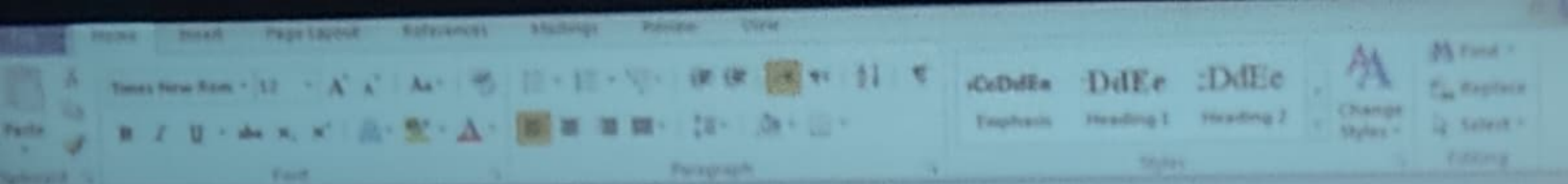


Part#1: (A) Choose the Correct Answer. (One Mark for Each Part)

- | | | | |
|----------|---|----------|-------------------|
| 1- | The job of removing bugs and trying to ensure reliability is called | | |
| <u>A</u> | Verification | C | Task |
| B | Validation | D | Method |
| 2- | With respect to the relative costs of the stages of software development, which of the following items costs more | | |
| A | Coding | <u>C</u> | Maintenance |
| B | Requirements | D | Design |
| 3- | Mobil Phone software is an example of | | |
| A | Application Software | C | Both a and B |
| <u>B</u> | System Software | D | None of the above |
| 4- | A set of tasks that is performed toward a specific purpose is called | | |
| A | Resources | C | Method |
| <u>B</u> | Activities | D | Methodology |
| 5- | For which term the statement "Are we building the product right", refers to: | | |
| A | Validation | <u>C</u> | Verification |
| B | Method | D | Methodology |
| 6- | For which term the statement "Are we building a right product" refers to: | | |



B	Requirements	D	Design
3-	Mobil Phone software is an example of		
A	Application Software	C	Both a and B
B	System Software	D	None of the above
4-	A set of tasks that is performed toward a specific purpose is called		
A	Resources	C	Method
B	Activities	D	Methodology
5-	For which term the statement "Are we building the product right", refers to:		
A	Validation	C	Verification
B	Method	D	Methodology
6-	For which term the statement "Are we building the right product", refers to:		
A	Validation	C	Verification
B	Method	D	Methodology
7-	A term used to represent an atomic unit of work that can be managed is called		
A	Model	C	Method
B	Activities	D	None of the above

(B) True (T) or False (F) (One Mark for Each Part)

1- System engineering is a part of software engineering

TASK

B	Method	D	Methodology
7-	A term used to represent an atomic unit of work that can be managed is called		
A	Model	C	Method
B	Activities	D	None of the above

(B) True (T) or False (F) (One Mark for Each Part)

1-	System engineering is a part of software engineering	(X)
2-	Software Engineering is concerned with all aspects of computer-based systems development including hardware, software and process engineering	(X)
3-	UML is an object-oriented notation for representing models	(X)
4-	Functional requirements are constraints on the operation of the system	(X)
5-	In Software Engineering, tasks consumes resources and produce work products	(X)
6-	Unit testing stage can be omitted if the software being developed is only a small program	(X)
7-	Methodology is a collection of methods for solving a class of problem	(X)
8-	Model refers to any abstraction of the reality	(X)

Part#2:

A. Arrange the following terms based on Software Development Levels of Abstraction: (2 Marks)
 Methodology, Method, Task, Technique

