1 CORRECT

Requirements engineering is a generic process that does not vary from one software project to another.

✓ A) True

B) False

Feedback: (Section 8.1)

2 CORRECT

During project inception the intent of the of the tasks are to determine

A) basic problem understanding

B) nature of the solution needed

C) people who want a solution

D) none of the above

✓ E) a, b, c

Feedback: (Section 8.1)

3 CORRECT

Three things that make requirements elicitation difficult are problems of

A) budgeting

B) scope

C) understanding

D) volatility

✓ E) b, c, d

Feedback: (Section 8.1)

4 CORRECT

A stakeholder is anyone who will purchase the completed software system under development.

A) True

✓ B) False

Feedback: (Section 8.2.1)

5 CORRECT

It is relatively common for different customers to propose conflicting requirements, each arguing that his or her version is the right one.

✓ A) True

B) False

Feedback: (Section 8.2.2)

6 CORRECT

Which of the following is not one of the context-free questions that would be used during project inception?

A) What will be the economic benefit from a good solution?

B) Who is behind the request for work?

✓ C) Who will pay for the work?

D) Who will use the solution?

Feedback: (Section 8.2.4)

7 CORRECT

Non-functional requirements can be safely ignored in modern software development projects.

A) True

✓ B) False

Feedback: (Section 8.2.5)

8 CORRECT

In collaborative requirements gathering the facilitator

A) arranges the meeting place

B) can not be a customer

✓ C) controls the meeting

D) must be an outsider

Feedback: (Section 8.3.1)

9 CORRECT

Which of the following is not one of the requirement classifications used in Quality Function Deployment (QFD)?

A) exciting

B) expected

✓ C) mandatory

D) normal

Feedback: (Section 8.3.2)

10 CORRECT

The work products produced during requirement elicitation will vary depending on the

A) size of the budget.

B) size of the product being built.

C) software process being used.

D) stakeholders needs.

✓ E) both a and b

Feedback: (Section 8.3.4)

11 INCORRECT

User stories are complete descriptions the user needs and include the non-functional requirements for a software increment.

✓ A) True

B) False

12 CORRECT

Developers and customers create use-cases to help the software team understand how different classes of end-users will use functions.

✓ A) True

B) False

Feedback: (Section 8.4)

13 CORRECT

Use-case actors are always people, never system devices.

A) True

✓ B) False

Feedback: (Section 8.4)

14 CORRECT

The result of the requirements engineering task is an analysis model that defines which of the following problem domain(s)?

A) information

B) functional

C) behavioral

✓ D) all of the above

Feedback: (Section 8.5.1)

15 CORRECT

Analysis patterns facilitate the transformation of the analysis model into a design model by suggesting reliable solutions to common problems.

✓ A) True

B) False

Feedback: (Section 8.5.2)

16 CORRECT

In agile process models requirements engineering and design activities are interleaved.

✓ A) True

B) False

Feedback: (Section 8.5.3)

17 CORRECT

In win-win negotiation, the customer's needs are met even though the developer's need may not be.

A) True

✓ B) False

Feedback: (Section 8.6)

18 CORRECT

In requirements validation the requirements model is reviewed to ensure its technical feasibility.

A) True

✓ B) False

Feedback: (Section 8.8)

19 CORRECT

The most common reason for software project failure is lack of functionality.

A) True

✓ B) False

Feedback: (Section 8.9)