Answers

Question	Answers	Score
24. A system with a _____ has more value.	(b) good code (c) small list of users (d) good document **(a) long lifetime**	0.0 / 1.0
25. When you think about something, you are more_____.	(b) efficient (c) profitable (d) likely to do with less errors **(a) likely to do it right**	1.0 / 1.0
23. In a well engineered software, the payoff is, the software is _____ and less error-prone.	(a) less expensive (c) efficient (d) standard **(b) more maintainable**	0.0 / 1.0
22. Software engineering process framework activities are complemented by a number of _____	(b) meetings (c) designs (d) meetings with developers **(a) umbrella activities**	1.0 / 1.0

21. A software engineer create a _____ to better understand software requirements.	(a) flowchart (b) UML diagram (c) use cases **(d) model**	0.0 / 1.0
8. Recognition of software realities is the last step toward formulation of practical solutions for software engineering.	True **False**	1.0 / 1.0
9. Framework for software engineering defines six framework activities.	True **False**	1.0 / 1.0
10. A general statement of objectives is sufficient to begin writing programs	True **False**	1.0 / 1.0
11. Generic framework of activities does not involve	(c) construction (b) planning (a) Communication **(d) testing**	1.0 / 1.0
12. Software is not	(b) a data structure (c) using of the programs (a) an instruction **(d) a language**	1.0 / 1.0

13. This is not a part of System Software	(d) process management (c) scheduling (a) resource sharing **(b) data processing**	1.0 / 1.0
14. Product-line software is not	(c) dashboard displays (b) spread sheet (a) wordprocessing **(d) computer graphics**	1.0 / 1.0
15. A legacy software is	(d) cheap to maintain (c) replaceable (b) up to date **(a) poor quality**	0.0 / 1.0
16. When large number of users access the WebApp at one time, is called as	(d) Load (b) Network intensiveness (c) Availability **(a) Concurrency**	1.0 / 1.0
17. Software in all of its forms and across all of its application domains should be	(d) created (c) designed (a) developed	1.0 / 1.0

	(b) engineered	
18. Software engineering is a _____ technology.	(b) modular (c) component (d) a language **(a) layered**	1.0 / 1.0
19. A _____ is a collection of activities, actions, and tasks that are performed when a product is developed.	(a) design (c) task list (d) sequence **(b) process**	1.0 / 1.0
20. Before any technical work can commence, it is critically important to _____ with the customer.	(a) plan (b) discuss (d) discuss cost **(c) collaborate**	1.0 / 1.0
The audience for any software development product is potentially small	True **False**	1.0 / 1.0
6. Agile process models follow a set of principles that lead to a more formal approach to software process	True **False**	1.0 / 1.0
5. Each project iteration produces a software increment that provides stakeholders with a complete software features and functionality	True	1.0 / 1.0

	False	
4. Legacy software systems are cheap to maintain and easy to evolve	True **False**	1.0 / 1.0
3. Software is susceptible to the environmental maladies that cause hardware to wear out.(	True **False**	1.0 / 1.0
2. Software projects can be managed as if they were manufacturing projects	True **False**	1.0 / 1.0
1. Software delivers the most important product of our time, the program.	True **False**	1.0 / 1.0

Answers

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4. Requirements Gathering is a task pattern	**True** False	1.0 / 1.0
3. This implies that a software engineering action can be adapted to the specific needs of the software project and the characteristics of the project team.	**True** False	1.0 / 1.0
1. The work products are the hardware, documents, and data that are produced as a consequence of the activities and tasks defined by the process.	True **False**	1.0 / 1.0
2. An evolutionary process flow repeats one or more of the activities in a sequential manner.	True **False**	1.0 / 1.0
5. Communication is mandatory at the beginning of every software project.	**True** False	1.0 / 1.0
6. The component-based development model constructs applications from primitive software components	True **False**	1.0 / 1.0
7. Unified Process (UP) is not suitable for object-oriented projects	True **False**	1.0 / 1.0

8. The best software process is one that is close to the computer which will be doing the work	True **False**	1.0 / 1.0
9. Personal Software Process has been widely adopted throughout the industry	True **False**	1.0 / 1.0
10. PSP and TSP are a simple approach to software engineering	True **False**	1.0 / 1.0
11. For a small software project requested by a person via phone, the only necessary action is phone conversation, and the work tasks (the task set) that this action does not encompasses is:	Make contact with stakeholder via telephone. Discuss requirements and take notes. Organize notes into a brief written statement of requirements. **A visit to the person's place.**	1.0 / 1.0
SCAMPI—provides a five-step process assessment model that incorporates five phases: initiating, diagnosing, _____, acting, and learning.	**establishing** modelling assessment analyzing	0.0 / 1.0
A variation in the representation of the waterfall model is called the _____	) classic life cycle b) sequence d) priscriptive **c) V-model.**	1.0 / 1.0

14. As a software engineer, you often make implementation _____ in order to get a prototype working quickly.	b) easy c) choices. a) details **d) compromises**	1.0 / 1.0
15. The spiral development model is a _____ generator that is used to guide multi-stakeholder concurrent engineering of software intensive systems.	d) process **a) risk-driven process model** b) circle c) spiral diagram	1.0 / 1.0
16. The spiral model is a realistic approach to the development of _____ and software.	b) small projects c) tools. d) hardware c) tools. d) hardware **a) large-scale systems**	1.0 / 1.0
17. Concurrent modeling is applicable to _____ of software development and provides an accurate picture of the current state of a project.	**b) all types** d) priscriptive type c) concurrent type a) iterative type	1.0 / 1.0
18. Evolutionary software processes do not establish the _____ of the evolution.	d) cost c) nature b) type	1.0 / 1.0

	a) maximum speed	
19. The component-based development model incorporates many of the characteristics of the _____ model.	d) priscriptive a) waterfall b) agile **c) spiral**	1.0 / 1.0
20. Formal methods enable you to specify, develop, and verify a computer-based system by applying a rigorous, _____ notation.	d) software c) modelling b) formal **a) mathematical**	1.0 / 1.0
21. Aspectual requirements define _____ concerns that have an impact across the software architecture.	c) design d) design **a) crosscutting** b) functional	1.0 / 1.0
22. The transition phase of the UP encompasses the latter stages of the generic construction activity and the first part of the _____ activity.	d) review c) documentation a) testing **b) deployment**	1.0 / 1.0
23. The Personal Software Process (PSP) emphasizes personal_____ of both the work product that is produced and the resultant quality of the work product.	b) development c) QA testing	1.0 / 1.0

	d) measurement a) supervision	
24. The goal of TSP is to build a _____ project team that organizes itself to produce high-quality software.	a) well trained b) skilled d) dedicated **c) selfdirected**	0.0 / 1.0
25. _____ tools have been developed to help software organizations analyze their current process,organize work tasks, control and monitor progress, and manage technical quality.	d) debugging b) test c) QA tools **a) process technology**	

Answers

Question	Answers	Score
1. Agility is nothing more than the ability of a project team to respond rapidly to change.	True **False**	1.0 / 1.0
2. Which of the following is not necessary to apply agility to a software process?	d Uses incremental product delivery strategy c.Process allows team to streamline tasks b. Only essential work products are produced a. **Eliminate the use of project planning and testing.**	1.0 / 1.0
3. How do you create agile processes to manage unpredictability?	**c. Software increments must be delivered in short time periods** b. Risk analysis must be conducted before planning takes place a. Requirements gathering must be conducted very carefully d. Software processes must not adapt to changes incrementally	1.0 / 1.0
4. In agile software processes the highest priorities is to satisfy the customer through early and continuous delivery of valuable software.	**True** False	1.0 / 1.0
Which of the following traits need to exist among the members of an agile software team?	a. Competence	1.0 / 1.0

	b. Decision-making ability c. Mutual trust and respect d. **All of the above**	
6. In agile development it is more important to build software that meets the customers' needs today than worry about features that might be needed in the future.	**True** False	1.0 / 1.0
7. What are the four framework activities found in the Extreme Programming (XP) process model?	a. analysis, design, coding, testing b. planning, analysis, design, coding c. planning, analysis, coding, testing d. **planning, design, coding, testing**	1.0 / 1.0
8. All agile process models conform to a greater or lesser degree to the principles stated in the "Manifesto for Agile Software Development".	**True** False	1.0 / 1.0
9. What are the three framework activities for the Adaptive Software Development (ASD) process model?	a. analysis, design, coding b. feasibility study, functional model iteration, implementation c. requirements gathering, adaptive cycle planning, iterative development d. **speculation, collaboration, learning**	1.0 / 1.0
10. Which is not one of the key questions that is answered by each team member at each daily Scrum meeting?	a. What did you do since the last meeting? b. What obstacles are you encountering? d. What do you plan to accomplish be the next team	1.0 / 1.0

	meeting? **c. What is the cause of the problems you are encountering?**	
11. The Dynamic Systems Development Method (DSDM) suggests a philosophy that is based on the Pareto principle (80% of the application can be delivered in 20% of the time required to build the complete application).	**True** False	1.0 / 1.0
12. In Feature Driven Development (FDD) a client-valued feature is a client-valued function that can be delivered in two weeks or less.	True **False**	1.0 / 1.0
13. Agile Modeling (AM) provides guidance to practitioner during which of these software tasks?	Modelling Coding Testing **Design**	0.0 / 1.0
14. Agile Unified Process uses the classic UP phased activities (inception, elaboration, construction, transition) to help the team visualize the overall process flow.	**True** False	1.0 / 1.0
15. One of the most compelling characteristics of the agile approach is its ability to reduce the communication gap throughout the software process.	True **False**	1.0 / 1.0
16. The conventional wisdom in software development (supported by decades of experience) is that the cost of change increases linearly as a project progresses.	True **False**	1.0 / 1.0
17. How do we create a process that can manage unpredictability?	b.using predictive models	1.0 / 1.0

	c.using past experience d. using continuous feedback a. **using adaptability**	
18. _____in Software engineering is about assessing, analyzing, and using information that is useful to the software team.	a. Estimation b. Team work d.Communication **c.Collaboration**	1.0 / 1.0
19. The planning activity (also called the planning game) begins with _____.	a.specification b.modelling c. communication **d. listening**	1.0 / 1.0
In XP _____ stories will be implemented immediately (within a few weeks)	b. highest risk c. highest value d. more time consuming a. **all**	1.0 / 1.0
21. If a difficult design problem is encountered as part of the design of a story, XP recommends the immediate creation of a	a. design model **b. spike solution** c. analysis model d. multiple solutions	1.0 / 1.0

22. Refactoring is the process of changing a software system in such a way that it does alter the external behavior of the code yet improves the internal structure.	True **False**	0.0 / 1.0
23. IXP makes smaller modifications to other XP practices and redefines certain roles and responsibilities to make them more amenable to _____ projects for _____ organizations.	a. small, small b. significant, small d. small, large **c. significant, large**	1.0 / 1.0
24. Collaboration emphasizes _____, because _____ creativity plays an important role in collaborative thinking	a. team work, individual b. team work, team's c. groups, small group's d. **individualism , individual**	0.0 / 1.0
25. Scrum emphasizes the use of a set of software process patterns that have proven effective for projects with _____ , _____ requirements, and business criticality.	a. flexible timelines, rigid c. large budget, changing d. small budget , flexible b. **tight timelines, changing**	1.0 / 1.0

Answers

Question	Answers	Score
1. Software engineering principles have about a three year half-life.	True **False**	1.0 / 1.0
2. Which of the following is not one of core principles of software engineering practice?	a. All design should be as simple as possible, but no simpler b. A software system exists only to provide value to its users. d. Remember that you produce others will consume **c. Pareto principle (20% of any product requires 80% of the effort)**	1.0 / 1.0
3. Every communication activity should have a facilitator to make sure that the customer is not allowed to dominate the proceedings.	True **False**	1.0 / 1.0
4. The agile view of iterative customer communication and collaboration is applicable to all software engineering practice.	**True** False	1.0 / 1.0
6. Project plans should not be changed once they are adopted by a team.	True **False**	1.0 / 1.0
7. Requirements models depict software in which three domains?	a. architecture, interface, component	1.0 / 1.0

	b. cost, risk, schedule d. None of the above c. **information, function, behavior**	
8. The design model should be traceable to the requirements model?	**True** False	1.0 / 1.0
9. Teams using agile software practices do not generally create models.	True **False**	1.0 / 1.0
10. Which of the following is not one of the principles of good coding?	a. Create unit tests before you begin coding b. Create a visual layout that aids understanding c. Refractor the code after you complete the first coding pass **d. Write self-documenting code, not program documentation**	0.0 / 1.0
11. A successful test I ones that discovers at least one as-yet undiscovered error.	**True** False	1.0 / 1.0
12. Which of the following are valid reasons for collecting customer feedback concerning delivered software?	a. Allows developers to make changes to the delivered increment b. Delivery schedule can be revised to reflect changes c. Developers can identify changes to incorporate into next increment	1.0 / 1.0

	d. **All of the above**	
5. One reason to involve everyone on the software team in the planning activity is to	a. adjust the granularity of the plan b. control feature creep d. understand the problem scope **c. get all team members to "sign up" to the plan**	1.0 / 1.0
13. Software engineering process and practice are important, but the bottom line is_____	agile methodology selection of tools good QA **people**	1.0 / 1.0
14. Lots of things can go wrong as software is being developed. It's essential that you establish a non contingency plans	True **False**	1.0 / 1.0
15. Effective _____ is among the most challenging activities that you will confront when you gather specifications	a. collaboration c. planning d. meetings **b. communication**	1.0 / 1.0
16. The intent of _____ is to provide an indication of effort, cost, and task duration, based on the team's current understanding of the work to be done.	forecast documetation planning **estimation**	1.0 / 1.0

The Scope provides the software team with a _____	goal plan **destination** cost	0.0 / 1.0
18. The iterative, incremental process models dictate re planning after the delivery of each software increment based on feedback received from users.	**True** False	1.0 / 1.0
19. A _____ plan provides significant work task detail that is planned over relatively short time increments	a) good scheduling b) low granularity d) all of the above **high-granularity**	1.0 / 1.0
20. A Communication principles focus on the need to _____ and improve bandwidth as the conversation between developer and customer progresses.	increase clarity smooth discussion d) continuous **b) reduce noise**	1.0 / 1.0
21. At the level of practice, core principles establish a philosophical foundation that guides a software team as it navigates through the software process	True **False**	1.0 / 1.0
22. At the process level, core principles establish a philosophical foundation that guides a software team as it navigates through the software process..	True **False**	0.0 / 1.0

23. Modeling principles serve as a foundation for the methods and notation that are used to create representations of the software.	**True** False	1.0 / 1.0
24. Although there are many testing principles, only one is dominant: testing is a process of executing a program with the intent of _____	fixing the bug verifying the specifications d) feedback to Developer **b) finding an error**	1.0 / 1.0
25. Key principles for delivery consider managing customer expectations and providing the developer with appropriate support information for the software	True **False**	0.0 / 1.0