

**CIS 350 – Introduction to Software Engineering**  
**Winter 2013, Quiz #2, Friday, February 22, 2013**

Software Requirements and Use Case Modeling

**Student Name:** \_\_\_\_\_

1. \_\_\_\_\_ requirements can be viewed as restrictions or constraints placed on a service delivered by a software.  
a) functional                      b) non-functional
2. What is the primary responsibility of a requirements analyst?
3. List two common risks an analyst may face in requirements engineering.
4. \_\_\_\_\_ is an observational technique used in requirements gathering.  
a) Questionnaire      b) Ethnography      c) Prototyping      d) Scenarios
5. Use cases are most commonly used to represent \_\_\_\_\_ requirements of a system.  
a) functional                      b) nonfunctional
6. List any three requirements elicitation strategies/techniques.
7. Three items of interest in use case diagrams are:
  - a. objects, activities, and communications
  - b. actors, messages, and activities
  - c. objects, use cases, and activities
  - d. actors, use cases, and relationships
8. Which of the following **does not** apply to an actor in use case modeling:
  - a. an actor is a role
  - b. an actor is internal to the system
  - c. an actor interacts with the system
  - d. an actor has one or more goals

9. Which of the following **does not** apply to a use case in use case modeling:
- a. a use case centered around a goal
  - b. a use case describes steps to achieve a goal
  - c. a use case does not yield observable result to the actor
  - d. a use case is written as a series of interactions
10. An actor may participate in more than one use case.
- a) True                      b) False
11. Test case generation is an effective technique used for validating requirements.
- a) True                      b) False
12. “The system should generate insurance quotes” is an example of a \_\_\_\_\_ requirement.
- a) functional              b) non-functional
13. “The system should handle 10,000 quotes per hour” is an example of a \_\_\_\_\_ requirement.
- a) functional              b) non-functional
14. In a use case description, the \_\_\_\_\_ describes how the system responds to the stimulus of the user and assumes that nothing goes wrong.
- a) primary scenario      b) precondition      c) postcondition      d) alternate flow
15. Name at least five items to include in a use case description.
16. \_\_\_\_\_ actors initiate interactions in a system.
- a) primary                  b) secondary
17. \_\_\_\_\_ actors have interactions initiated upon them.
- a) primary                  b) secondary
18. \_\_\_\_\_ diagram shows actors as stick-people, use cases as ellipses, and lines to indicate relationships between them.
- a) Class                      b) Use case              c) Object
19. \_\_\_\_\_ have relatively low information content.
- a) Use cases                  b) Use case diagrams
20. Secondary actors are also known as \_\_\_\_\_ actors.
- a) side                      b) supporting              c) temporary              d) disposable