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| --- | --- |
| QN= | The process of asking WHY question along refinement path in the goal model terminates when we reach a high-level goal\_\_\_\_\_\_\_\_\_. |
| a. | whose parent goals cannot be satisfied through the cooperation of the system's agents only. |
| b. | whose parent goals can be satisfied through the cooperation of the system's agents only. |
| c. | whose parent goals cannot be satisfied through the cooperation of the system's agents and other system's agents. |
| d. |  |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 8 |
| MIX CHOICES: | YES |

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| QN= | Which of the following is NOT a goal identification rule? |
| a. | Ask HOW question in scenario episodes |
| b. | Identifying goals along refinement branches by asking WHY/HOW question. |
| c. | Instantiate goal categories |
| d. | Split responsibility among agents |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 8 |
| MIX CHOICES: | YES |

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| QN= | We can identify\_\_\_\_\_\_ by analyzing the pros and cons of alternative refinement in goal model. |
| a. | Soft goals |
| b. | Behavioral goals |
| c. | Functional goals |
| d. | Achieve goals |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 8 |
| MIX CHOICES: | YES |

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| --- | --- |
| QN= | Given statement:  "FU Student shall have to complete software requirement course in order to finish SE program"  The above statement is an example of\_\_\_\_\_\_. |
| a. | behavioral goals |
| b. | software goals |
| c. | non-functional goals |
| d. | requirements |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 8 |
| MIX CHOICES: | YES |

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| --- | --- |
| QN= | We can identify \_\_\_\_\_\_\_ by checking the converse of achieve goal. |
| a. | maintain goals |
| b. | software goal |
| c. | non-functional goals |
| d. | functional goals |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 8 |
| MIX CHOICES: | YES |