**Self-test Questions**

Top of Form

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **1** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following is not an argument for reuse? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | If some of the requirements of a project can be met by existing components then the time spent developing those components can be saved. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | If components that have been used and tested in another application can be reused then the time spent testing and quality assuring the components can be saved. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Reusing components allows developers to maintain their high salaries by claiming to have developed software that has in fact been developed by someone else. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **2** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following is cited as a reason for the failure of object-oriented systems to have achieved the expected levels of reuse? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Organizations plan for reuse too late. The architecture of a system needs to be designed to support reuse and the organization needs to be structured to support reuse. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Reuse does not actually work. There are no systems that are enough like others to benefit from the reuse of components. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Reuse only works for languages like C and Fortran in which libraries of reusable functions and procedures can be developed. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **3** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following is not a standard that helps to support reusable components? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | SOAP (Simple Object Access Protocol). |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | CORBA (Common Object Request Broker Architecture). |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | ORCA (Object Reusable Component Architecture). |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **4** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following kinds of organization is likely to benefit from developing a reuse-driven software development process, according to Jacobson et al.? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Organizations producing hardware products with embedded software. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Small software companies producing one-off products. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Government departments developing software in-house. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **5** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Jacobson et al. suggest there are six stages that organizations go through in developing a culture of reuse. Which of the following is their list of stages? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Business; user; data; solution; component; repository. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | None; informal code reuse; black-box code reuse; managed workproduct reuse; architected reuse; domain-specific reuse-driven organization. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Heroic individual reuse; informal code reuse; organized group code reuse; architecture-driven reuse; component-driven reuse; repository-based reuse. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **6** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif What do Allen and Frost regard as central to their model for the development of reusable code components? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Java. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | The Façade pattern. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A repository. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **7** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following is a good definition of a reusable component? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A type class or other workproduct that has been specifically engineered to be reusable. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Anything that appears in a component diagram. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A class or abstract superclass designed to be reused through inheritance. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **8** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Why are classes an inappropriate level at which to try to achieve reuse? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Attributes and associations of classes often couple them to other classes. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Objects not classes are suitable for reuse, as they are the things that are used in real systems. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Interfaces rather than classes should be reused, and then classes developed to implement them. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **9** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following is not a process in the Select Perpective? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | The solution process. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | The component process. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | the repository process. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **10** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following analogies is used by Allen and Frost? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Hiding reusable components behind a façade.. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Sowing and harvesting reusable components. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Cloning reusable components from existing systems. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **11** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif What do Jacobson et al. recommend in their description of a Reuse-driven Software Engineering Business? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Designing an architecture to support reuse from the start. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Setting up a department to check newly developed software for reusable components. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | 50% of all elements of a system should be reused. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **12** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following statements best describes commercially available componentware? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A pipedream. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Any software developed in Java. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Off the shelf components using standard protocols and clearly defined interfaces. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **13** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif Which of the following best describes the Façade Pattern? | | |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **A)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A design pattern to hide poorly implemented software behind a solid façade. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **B)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A design pattern to provide a simple unified interface to a complex sub-system. |
|  | | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | **C)**http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | A design pattern to wrap legacy software in a Java interface using java.lang.Facade. |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |

# Results Reporter

Out of 13 questions, you answered 3 correctly, for a final grade of 23%.

|  |  |
| --- | --- |
| 3 correct (23%) | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/bg.gif |
| 10 incorrect (77%) | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/bg.gif |
| 0 unanswered (0%) | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/bg.gif |

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| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Your Results: | | | | |
| The correct answer for each question is indicated by a This is the correct answer.. | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **1** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following is not an argument for reuse? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | If some of the requirements of a project can be met by existing components then the time spent developing those components can be saved. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | If components that have been used and tested in another application can be reused then the time spent testing and quality assuring the components can be saved. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Reusing components allows developers to maintain their high salaries by claiming to have developed software that has in fact been developed by someone else. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **2** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following is cited as a reason for the failure of object-oriented systems to have achieved the expected levels of reuse? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Organizations plan for reuse too late. The architecture of a system needs to be designed to support reuse and the organization needs to be structured to support reuse. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Reuse does not actually work. There are no systems that are enough like others to benefit from the reuse of components. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Reuse only works for languages like C and Fortran in which libraries of reusable functions and procedures can be developed. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **3** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following is not a standard that helps to support reusable components? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | SOAP (Simple Object Access Protocol). | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | CORBA (Common Object Request Broker Architecture). | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | ORCA (Object Reusable Component Architecture). | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **4** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following kinds of organization is likely to benefit from developing a reuse-driven software development process, according to Jacobson et al.? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Organizations producing hardware products with embedded software. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Small software companies producing one-off products. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Government departments developing software in-house. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **5** | **CORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Jacobson et al. suggest there are six stages that organizations go through in developing a culture of reuse. Which of the following is their list of stages? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Business; user; data; solution; component; repository. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | None; informal code reuse; black-box code reuse; managed workproduct reuse; architected reuse; domain-specific reuse-driven organization. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Heroic individual reuse; informal code reuse; organized group code reuse; architecture-driven reuse; component-driven reuse; repository-based reuse. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **6** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | What do Allen and Frost regard as central to their model for the development of reusable code components? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Java. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | The Façade pattern. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | A repository. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **7** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following is a good definition of a reusable component? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | A type class or other workproduct that has been specifically engineered to be reusable. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Anything that appears in a component diagram. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | A class or abstract superclass designed to be reused through inheritance. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **8** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Why are classes an inappropriate level at which to try to achieve reuse? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Attributes and associations of classes often couple them to other classes. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Objects not classes are suitable for reuse, as they are the things that are used in real systems. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Interfaces rather than classes should be reused, and then classes developed to implement them. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **9** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following is not a process in the Select Perpective? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | The solution process. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | The component process. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | the repository process. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **10** | **CORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following analogies is used by Allen and Frost? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Hiding reusable components behind a façade.. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Sowing and harvesting reusable components. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Cloning reusable components from existing systems. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **11** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | What do Jacobson et al. recommend in their description of a Reuse-driven Software Engineering Business? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | Designing an architecture to support reuse from the start. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Setting up a department to check newly developed software for reusable components. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | 50% of all elements of a system should be reused. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **12** | **INCORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following statements best describes commercially available componentware? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | A pipedream. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | Any software developed in Java. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | Off the shelf components using standard protocols and clearly defined interfaces. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
|  | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| **13** | **CORRECT** | http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | Which of the following best describes the Façade Pattern? | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **A)** | A design pattern to hide poorly implemented software behind a solid façade. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | This is the correct answer. | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio_selected.gif | **B)** | A design pattern to provide a simple unified interface to a complex sub-system. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | |  | |  |  |  | | --- | --- | --- | | http://highered.mcgraw-hill.com/olcweb/styles/v1_Europe/europe/radio.gif | **C)** | A design pattern to wrap legacy software in a Java interface using java.lang.Facade. | |
| http://highered.mcgraw-hill.com/olcweb/styles/shared/spacer.gif | | | | |