Final

Q1:

Software costs more to maintain than it does to develop.

True 

False

Q2:

Computer science is concerned with the practicalities of developing and delivering useful software

True

False 

Q3:

What is defined as a structured set of activities required for the development of a software system

Systems engineering

Software Process ✓

Requirements Engineering

Software Modelling

Q4:

In waterfall process, planning is incremental and it is easier to change the process to reflect changing customer requirements

True

False 

Q5:

The main drawback of the waterfall model is the difficulty of accommodating change after the process is underway.

True 

False

Q6:

In the Incremental model it is not easy to get customer feedback on the development work that has been done.

True

False 

Q7:

In Incremental model more rapid delivery and deployment of useful software to the customer is possible.

True 

False

Q8:

In incremental development, the process is not visible to the managers

True 

False

Q9:

As you add more increments, the system structure does not degrade in an incremental model.

True

False 

Q10:

In Scrum, once the first sprint is planned, we can easily throw away the project backlog.

True

False 

Q11:

Another name of the Scrum Master is Project Manager.

True

False 

Q12:

During designing activities, “interface design” is where you define the user interface of the software.

True

False 

Q13:

Programming is an individual activity with no standard process

True 

False

Q14:

A prototype cannot be used in:

1. The requirements engineering process to help with requirements elicitation and validation;
2. In design processes to explore options and develop a UI design;
3. In the testing process to run back-to-back tests.
4. Unit testing 

Q15:

Which one of these is not a Stakeholder types

1. End users
2. System managers
3. System owners
4. External stakeholders
5. System Developer 

Q16:

Use-cases are supposed to explain all the activities that take place in a scenario

True

False 

Q17:

In extreme programming, increments are delivered to the customer every \_\_\_ weeks

1. 2 
2. 3
3. 4

Q18:

Scrum Encourages Pair programming

True

False 

Q19:

In test-driven development, the tests are written after the code has been written

True

False 

Q20:

The Scrum term \_\_\_\_\_\_\_\_ means the estimate of how much product backlog effort that a team can cover in a single sprint.

Speed

Velocity 

Progress

Update

Q21:

In an activity diagram an activity is surrounded by a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ called an activity frame

A dotted rectangle

A rectangle

A rounded-rectangle 

A double-sided rectangle

Q22:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are used in activity diagrams when you want to execute a different sequence of actions depending on a condition.

Forks

Conditionals

Decisions 

Q23:

In activity diagrams time events are drawn with an \_\_\_\_\_\_\_\_\_\_ symbol which represent a timed activity.

Hourglass 

Clock

Sun-dial

Q24:

In a sequence diagram regardless of where a participant is placed horizontally, participants are always arranged vertically with no two participants overlapping each other.

True

False 

Q25:

In a sequence diagram a synchronous message is invoked by a Message Caller on a Message Receiver, but the Message Caller does not wait for the message invocation to return before carrying on with the rest of the interaction's steps.

True

False 

Q26:

A use case in UML is drawn as \_\_\_\_\_\_\_\_with a name that describes the interaction that it represents

A rectangle

A rounded-rectangle

An oval 

A circle

Q27:

In a use-case diagram, the actors must be placed inside the system’s boundary

True

False 

Q28:

The <<extend>> relationship shows that a use-case is a type of another use-case.

True

False 

Q29:

With \_\_\_\_\_\_\_\_\_\_\_\_\_\_, a class can change the way it works internally and as long as those internals are not visible to the rest of the system

Abstraction

Encapsulation 

Generalization

Q30:

Package visibility of a class is specified by a \_\_\_\_\_ symbol

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