

SEPM Online Unit Test-III

* Required

1. Email address *

2. Class *

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☐ TE-A

3. Roll.No

4. Name of Student (Full Name)

5. 1. Which of the following items are designed in the design phase of the software? *

1 point

Mark only one oval.

- ☐ Different modules of the software
- ☐ Interface between different modules
- ☐ Data flow and control flow
- ☐ All of the above

6. 2.Which of the following is not a characteristic of a good software design? *

1 point

Mark only one oval.

- ☐ Correctness
- ☐ Understandability
- ☐ Complex design
- ☐ Efficiency

7. 3.Which of the following statements is true? 1. The software design phase comes after the feasibility and resources analysis phase. 2.The quality of the software depends upon the design phase a lot.? *
- 1 point

Mark only one oval.

- ☐ Only 1 is true
- ☐ Only 2 is true
- ☐ Both I & II are not true
- ☐ None of them is true

8. 4. In which of the following design phases, do the software designers free to make any alterations, corrections and modifications? *
- 1 point

Mark only one oval.

- ☐ Preliminary design phase
- ☐ Detailed design phase
- ☐ Both a and b
- ☐ None of the above

9. 5.What are followed by design task? *
- 1 point

Mark only one oval.

- ☐ Choosing specific classes, operations
- ☐ Checking model's completeness
- ☐ Following design task heuristics
- ☐ All of the mentioned

10. 6.Which of the following is / are the type of Cohesion? *
- 1 point

Mark only one oval.

- ☐ Functional
- ☐ Layer
- ☐ Communicational
- ☐ All of the above.

11. 7. Refactoring meaning ? *

1 point

Mark only one oval.

- ☐ Used for improving software accuracy
- ☐ Used for improving software reliability
- ☐ Used for improving software quality
- ☐ Used for improving software risk

12. 8.What is component? *

1 point

Mark only one oval.

- ☐ Basic building block for Computer Software
- ☐ Higher level abstractions defined by their interfaces
- ☐ It helps in achieving objectives and requirements
- ☐ All of the above

13. 9.Architectural design is? *

1 point

Mark only one oval.

- ☐ Backbone of Software System-True
- ☐ Backbone of Software System-False

14. 10.Pattern is?

1 point

Mark only one oval.

- ☐ Presenting
- ☐ Sharing
- ☐ Reusing knowledge about best systems
- ☐ All of the Above

15. 11.Architectural pattern was proposed in the year?

1 point

Mark only one oval.

- ☐ 1995
- ☐ 1996
- ☐ 2001
- ☐ 2010

16. 12.Which one is the basic input device in GUI? *

1 point

Mark only one oval.

- ☐ Mouse
- ☐ Graphics tablet
- ☐ Voice system
- ☐ Touch panel

17. 13.GUI means *

1 point

Mark only one oval.

- ☐ Graphical user interface
- ☐ Graphical user interaction
- ☐ Graphics uniform interaction
- ☐ None of the above

18. 14.The visual language includes _____ for representing visual sentences.

1 point

Mark only one oval.

- ☐ Visual language
- ☐ Icons
- ☐ Both a & b
- ☐ None of these

19. 15.First graphical user interface used commercially was introduced in? *

1 point

Mark only one oval.

- ☐ 1970
- ☐ 1975
- ☐ 1978
- ☐ 1980

20. 16.Which type of user interface provide input by typing a string in the keyboard ?

1 point

Mark only one oval.

- ☐ Graphical user interface
- ☐ Command line user interface
- ☐ Natural language interface
- ☐ Menu interface

21. 17.List 3 Golden Rules for User Interface Design *

2 points

22. 18.What is Coupling? *

2 points

23. 19.What is Component level Design/ *

2 points

24. 20.Explain Architectural Design Decisions/

4 points

25. 21.Explain Architectural views? *

4 points

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