SEPM Online Unit Test-III QP

* Required

1. Email address *

   _____

2. Class *

   Mark only one oval.

   ⚪ TE-A

3. Roll.No *

   _____

4. Name of Student (Full Name) *

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

   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? *

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○ 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.? *

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○ Only 1 is true

○ Only 2 is true

○ Both I & II are 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? *

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○ Preliminary design phase

○ Detailed design phase

○ Both a and b

○ None of the above

9. 5.What are followed by design task? *

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? *

Mark only one oval.

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

11. 7. Refactoring meaning ? *

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- ◯ 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? *

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? *

Mark only one oval.

◯ Backbone of Software System-True

◯ Backbone of Software System-False

14.   10.Pattern is?

Mark only one oval.

◯ Presenting

◯ Sharing

◯ Reusing knowledge about best systems

◯ All of the Above

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

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◯ 1995

◯ 1996

◯ 2001

◯ 2010

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

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◯ Mouse

◯ Graphics tablet

◯ Voice system

◯ Touch panel

17. 13.GUI means *

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.

Mark only one oval.

- ( ) Visual language
- ( ) Icons
- ( ) Both a & b
- ( ) None of these

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

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- ( ) 1970
- ( ) 1975
- ( ) 1978
- ( ) 1980

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

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 *

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22.   18.What is Coupling? *

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23.   19.What is Component level Design? *

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24.   20.Explain Architectural Design Decisions/

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25.   21.Explain Architectural views? *

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