



**BABU MADHAV INSTITUTE OF INFORMATION TECHNOLOGY, UTU**  
**Integrated M.Sc.(IT)**

**Semester-IV**

**060010413 | CC13 Software Engineering |**

**Question Bank-Unit: 01**

**Unit-1: Introduction to Software Engineering, Object-Oriented Methodology and Life Cycle**

**Multiple Choice Questions [1 Mark]**

1.	Software engineering focuses on producing:
	<ul style="list-style-type: none"><li>a) <b>Good quality product</b></li><li>b) Defect-free product</li><li>c) High performance product</li><li>d) Reusable product</li></ul>
2.	Software consists of:
	<ul style="list-style-type: none"><li>a) Programs</li><li>b) Programs and documentations</li><li>c) Set of instructions and operating system</li><li>d) <b>Programs, documentations and operating procedure manuals</b></li></ul>
3.	Operating procedure manuals help to:
	<ul style="list-style-type: none"><li>a) Understand the software</li><li>b) Operate the software</li><li>c) Maintain the software</li><li>d) <b>All of the above</b></li></ul>
4.	Which is not a part of operating procedure manuals?
	<ul style="list-style-type: none"><li>a) Installation guide</li><li>b) Reference guide</li><li>c) <b>Test plan</b></li><li>d) System administration manual</li></ul>
5.	Which of the following is not a part of documentations?
	<ul style="list-style-type: none"><li>a) Software requirement specification document</li><li>b) <b>System overview</b></li><li>c) Test plan</li><li>d) Source code</li></ul>
6.	Which one is not a characteristic of software?



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	<ul style="list-style-type: none"><li>a) Software does not wear out</li><li><b>b) Software is not flexible</b></li><li>c) Software is enhanceable</li><li>d) Software is reusable</li></ul>
7.	The full form of COTS is:
	<ul style="list-style-type: none"><li>a) Commercially off-the-shift components</li><li>b) Commercially off-the-shelf classes</li><li>c) Components off-the-shelf</li><li><b>d) Commercially off-the-shelf components</b></li></ul>
8.	Stakeholders consist of:
	<ul style="list-style-type: none"><li>a) Developers</li><li>b) Management</li><li>c) Users</li><li><b>d) All of the above</b></li></ul>
9.	The use of components promotes the concept of:
	<ul style="list-style-type: none"><li>a) Flexibility</li><li><b>b) Reusability</b></li><li>c) Invisibility</li><li>d) Conformity</li></ul>
10.	A class has:
	<ul style="list-style-type: none"><li><b>a) Attributes and operations</b></li><li>b) Attributes and states</li><li>c) Operations and behaviour</li><li>d) State and information</li></ul>
11.	An object is defined as:
	<ul style="list-style-type: none"><li>a) Information of a class</li><li><b>b) Instance of a class</b></li><li>c) Attribute of a class</li><li>d) Operation of a class</li></ul>
12.	The objects of the same class have:



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	<ul style="list-style-type: none"><li>a) Different definitions for operations and information</li><li><b>b) Same definition for operations and information</b></li><li>c) Different operations</li><li>d) Different formats</li></ul>
13.	A class inherits information from
	<ul style="list-style-type: none"><li>a) Descendant classes</li><li>b) Same class</li><li><b>c) Ancestor classes</b></li><li>d) Descendent and ancestor classes</li></ul>
14.	Encapsulation is known as:
	<ul style="list-style-type: none"><li>a) Data sharing concept</li><li>b) Data retrieval concept</li><li><b>c) Data hiding concept</b></li><li>d) Date transfer concept</li></ul>
15.	A method is:
	<ul style="list-style-type: none"><li><b>a) The sequence of steps to be performed to fulfil the assigned task</b></li><li>b) The set of operations for a particular task</li><li>c) Both (a) and (b)</li><li>d) None of the above</li></ul>
16.	The literal meaning of polymorphism is:
	<ul style="list-style-type: none"><li>a) Few forms</li><li><b>b) Many forms</b></li><li>c) No form</li><li>d) Different things with the same meaning</li></ul>
17.	Function overriding is a type of:
	<ul style="list-style-type: none"><li>a) Encapsulation</li><li>b) Inheritance</li><li><b>c) Polymorphism</b></li><li>d) Reusability</li></ul>
18.	Abstraction is:



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	<ul style="list-style-type: none"><li>a) Elimination of relevant details</li><li><b>b) Elimination of irrelevant details</b></li><li>c) Getting distracted by thoughts</li><li>d) Reducing the understanding of the system</li></ul>
19.	Object composition refers to:
	<ul style="list-style-type: none"><li><b>a) Use of object of one class as data type in another class</b></li><li>b) Derived class inheriting attributes and operations from the base class</li><li>c) Polymorphism</li><li>d) Data hiding concept</li></ul>
20.	Object-oriented methodologies include:
	<ul style="list-style-type: none"><li>a) Coad and Yourdon methodology</li><li>b) Booch methodology</li><li>c) Rumbaugh methodology</li><li><b>d) All of the above</b></li></ul>
21.	Object-oriented methodologies do not include:
	<ul style="list-style-type: none"><li>a) Coad and Yourdon methodology</li><li>b) Jacobson methodology</li><li><b>c) Boehm methodology</b></li><li>d) Rumbaugh methodology</li></ul>
22.	A class inherits data and operations from its:
	<ul style="list-style-type: none"><li>a) Subclass</li><li><b>b) Superclass</b></li><li>c) Derived class</li><li>d) All of the above</li></ul>
23.	What is encapsulation?
	<ul style="list-style-type: none"><li><b>a) Enforcement of data hiding concept</b></li><li>b) Division of a module into submodules</li><li>c) Including data members within a class</li><li>d) Including operations within a class</li></ul>
24.	What is the importance of data hiding?



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	<ul style="list-style-type: none"><li>a) Preventing data from intentional modifications</li><li>b) Making data available in correct format</li><li><b>c) Preventing data from accidental modifications</b></li><li>d) None of the above</li></ul>
25.	What are the benefits of inheritance?
	<ul style="list-style-type: none"><li>a) Lowers the number of lines of code</li><li>b) Lowers effort</li><li>c) Removes redundancy</li><li><b>d) All of the above</b></li></ul>
26.	What is the relationship between a class A and another class B which includes the object of type class A as its attribute?
	<ul style="list-style-type: none"><li><b>a) has-a</b></li><li>b) is-a</li><li>c) uses-a</li><li>d) includes-a</li></ul>
27.	Generalization and specialization relationship between two classes are known as:
	<ul style="list-style-type: none"><li>a) has-a relationship</li><li>b) uses-a relationship</li><li><b>c) is-a relationship</b></li><li>d) includes-a relationship</li></ul>
28.	The Booch methodology can be broadly divided into:
	<ul style="list-style-type: none"><li>a) Micro process and major process</li><li>b) Macro process and minor process</li><li><b>c) Macro process and micro process</b></li><li>d) Macro process and mini process</li></ul>
29.	The Rumbaugh methodology is popularly known as:
	<ul style="list-style-type: none"><li>a) Object method technique</li><li>b) Object-oriented design</li><li>c) Object modelling technology</li><li><b>d) Object modelling technique</b></li></ul>
30.	OMT stands for:



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	<p>a) <b>Object modelling technique</b></p> <p>b) Oriented modelling technique</p> <p>c) Object modelling technology</p> <p>d) Object mobile technique</p>
31.	<p>The analysis phase of the OMT method consists of:</p> <p>a) Class model, static model, functional model</p> <p>b) <b>Object model, dynamic model, functional model</b></p> <p>c) Object model, static model, functional model</p> <p>d) Object model, static model, dynamic model</p>
32.	<p>OOSE stands for:</p> <p>a) Object-oriented system engineering</p> <p>b) Object-oriented system evolution</p> <p>c) Object-oriented software evolution</p> <p>d) <b>Object-oriented software engineering</b></p>
33.	<p>The Jacobson methodology is popularly known as:</p> <p>a) Object modelling technique</p> <p>b) <b>Object-oriented software engineering</b></p> <p>c) Object-oriented design</p> <p>d) Object-oriented analysis and design</p>
34.	<p>Which of the following objects are identified in the analysis model?</p> <p>(i) Analysis objects</p> <p>(ii) Entity objects</p> <p>(iii) Control objects</p> <p>(iv) Interface objects</p> <p>a) (i), (iii), (iv)</p> <p>b) (i), (ii), (iv)</p> <p>c) <b>(ii), (iii), (iv)</b></p> <p>d) All of the above</p>
35.	<p>The Jacobson methodology is:</p> <p>a) Stronger in analysis part and weaker in design part</p> <p>b) Stronger in design part and weaker in analysis part</p> <p>c) <b>Stronger in behavioural areas and weaker in other areas</b></p> <p>d) Stronger in both design and analysis part</p>



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36.	UML is related to:
	<ul style="list-style-type: none"><li>a) <b>Object-oriented concepts</b></li><li>b) Operation-oriented concepts</li><li>c) Procedure-oriented concepts</li><li>d) All of the above</li></ul>
37.	Object-oriented approach is:
	<ul style="list-style-type: none"><li>a) Non-iterative</li><li>b) Iterative</li><li>c) <b>Highly iterative</b></li><li>d) None of the above</li></ul>
38.	SDLC stands for:
	<ul style="list-style-type: none"><li>a) <b>Software development life cycle</b></li><li>b) Software design life cycle</li><li>c) System development life cycle</li><li>d) Sequential design life cycle</li></ul>
39.	Which of the following is not an object-oriented model?
	<ul style="list-style-type: none"><li>a) Fountain model</li><li>b) Rational unified process</li><li>c) <b>Extreme programming</b></li><li>d) None of the above</li></ul>
40.	Which model produces a large number of documents?
	<ul style="list-style-type: none"><li>a) Extreme programming</li><li>b) <b>Waterfall model</b></li><li>c) Build-and-fix model</li><li>d) None of the above</li></ul>
41.	Which of the following is the disadvantage of the waterfall model?
	<ul style="list-style-type: none"><li>a) <b>Large number of documents are produced</b></li><li>b) Separation of life cycle phases</li><li>c) Both (a) and (b)</li><li>d) None of the above</li></ul>
42.	Which model is suitable for stable and known requirements?



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	<ul style="list-style-type: none"><li>a) Spiral model</li><li>b) Prototyping model</li><li><b>c) Waterfall model</b></li><li>d) Iterative enhancement model</li></ul>
43.	Prototyping model is most suitable for projects with:
	<ul style="list-style-type: none"><li>a) Stable requirements</li><li>b) Defined and understandable requirements</li><li>c) Small size</li><li><b>d) Changing requirements</b></li></ul>
44.	In which model, the high user participation is required?
	<ul style="list-style-type: none"><li>a) Waterfall model</li><li><b>b) Prototyping model</b></li><li>c) Build-and-fix model</li><li>d) All of the above</li></ul>
45.	In which model, the requirements are implemented by priority?
	<ul style="list-style-type: none"><li>a) Waterfall model</li><li>b) Prototyping model</li><li><b>c) Iterative enhancement model</b></li><li>d) Build-and-fix model</li></ul>
46.	In which model, a usable product is produced at the end of each cycle?
	<ul style="list-style-type: none"><li>a) Prototyping model</li><li>b) Waterfall model</li><li>c) Extreme programming model</li><li><b>d) Iterative enhancement model</b></li></ul>
47.	Through which model, various cycles are permitted by the customer to see the progress of the software continuously?
	<ul style="list-style-type: none"><li>a) Waterfall model</li><li>b) Prototyping model</li><li><b>c) Iterative enhancement model</b></li><li>d) Extreme programming model</li></ul>
48.	The spiral model is developed by:






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	<p>a) <b>Barry W. Boehm</b></p> <p>b) L. Briand</p> <p>c) Victor Basili</p> <p>d) B. Henderson-Sellers</p>
49.	<p>If user feedback and involvement are not available, which model is suitable?</p>
	<p>a) <b>Waterfall model</b></p> <p>b) Iterative enhancement model</p> <p>c) Prototyping model</p> <p>d) None of the above</p>
50.	<p>The spiral model is suitable for:</p>
	<p>a) Small-sized projects</p> <p>b) <b>Low-budget projects</b></p> <p>c) Simple projects</p> <p>d) Large-sized projects</p>
51.	<p>The spiral model primarily deals with:</p>
	<p>a) Non-functional requirements</p> <p>b) <b>Risk management</b></p> <p>c) Quality assurance</p> <p>d) Defect management</p>
52.	<p>The radial dimension of the spiral model shows:</p>
	<p>a) Progress made in the completion of the final software</p> <p>b) Schedule of the project</p> <p>c) <b>Cumulative cost of the project</b></p> <p>d) None of the above</p>
53.	<p>The angular dimension of the spiral model shows:</p>
	<p>a) <b>Progress made in the completion of the final software</b></p> <p>b) Schedule of the project</p> <p>c) Cumulative cost of the project</p> <p>d) None of the above</p>
54.	<p>The disadvantage of the spiral model is:</p>



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	<ul style="list-style-type: none"><li>a) It is not suitable for large-sized projects</li><li>b) It produces low-cost software</li><li><b>c) It requires expertise to determine and resolve risks</b></li><li>d) All of the above</li></ul>
55.	The extreme programming is based on: <ul style="list-style-type: none"><li>a) Ad hoc approach</li><li><b>b) Agile processes</b></li><li>c) Formal methods</li><li>d) Stochastic processes</li></ul>
56.	The key features of agile process include: <ul style="list-style-type: none"><li>a) Working software is produced very early</li><li>b) Iterative planning</li><li>c) The customer is always present at the developer's site</li><li><b>d) None of the above</b> </li></ul>
57.	Which of the following is not a rule of agile processes? <ul style="list-style-type: none"><li>a) Working software is produced very early</li><li>b) Iterative planning</li><li>c) The customer is always present at the developer's site</li><li><b>d) None of the above</b></li></ul>
58.	Spikes are: <ul style="list-style-type: none"><li>a) Quick exploration of user stories</li><li>b) Detailed exploration of user stories</li><li>c) Ranking of user stories</li><li>d) Used to identify risky user stories</li></ul>
59.	XP is suitable for: <ul style="list-style-type: none"><li><b>a) Small and medium-sized projects</b></li><li>b) Large-sized projects</li><li>c) Non-changing requirements</li><li>d) All of the above</li></ul>
60.	XP is not suitable for application where:



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	<ul style="list-style-type: none"><li>a) Documentation is required</li><li><b>b) Continuous customer involvement cannot be achieved</b></li><li>c) Technology is simple</li><li>d) Pair programming is suitable</li></ul>
61.	Object-oriented software development life cycle models deal with: <ul style="list-style-type: none"><li>a) Changing requirements</li><li>b) Real-world projects</li><li>c) Business objects</li><li><b>d) All of the above</b></li></ul>
62.	In the fountain model, arrows with circles depict: <ul style="list-style-type: none"><li>a) Overlapping phases</li><li><b>b) Iterations</b></li><li>c) Sequential phases</li><li>d) Reusability</li></ul>
63.	In the fountain model, circles represent: <ul style="list-style-type: none"><li><b>a) Overlapping phases</b></li><li>b) Iterations</li><li>c) Sequential phases</li><li>d) Reusability</li></ul>
64.	RUP is stands for: <ul style="list-style-type: none"><li>a) Risk-oriented unified process</li><li>b) Resource uniform process</li><li><b>c) Rational unified process</b></li><li>d) Rational uniform process</li></ul>
65.	RUP is maintained by: <ul style="list-style-type: none"><li>a) Microsoft</li><li>b) TCS</li><li>c) Alcatel</li><li><b>d) IBM Rational Software</b></li></ul>
66.	UML stands for



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	<ul style="list-style-type: none"><li>a) Unified Model Link</li><li>b) Uniform Modelling Language</li><li><b>c) Unified Modelling Language</b></li><li>d) Uniform Microsoft Language</li></ul>
67.	The team of unified process development includes
	<ul style="list-style-type: none"><li><b>a) I. Jacobson</b></li><li>b) B. Boehm</li><li>c) Victor Basili</li><li>d) L. Briand</li></ul>
68.	How many phases are included in the RUP model?
	<ul style="list-style-type: none"><li>a) Two phases</li><li><b>b) Four phases</b></li><li>c) Five phases</li><li>d) Six phases</li></ul>
69.	The major elements of the static structure of RUP are:
	<ul style="list-style-type: none"><li>a) Workflows</li><li>b) Artifacts</li><li>c) Disciplines</li><li><b>d) All of the above</b></li></ul>
70.	Which of the following is not an activity of elaboration phase?
	<ul style="list-style-type: none"><li>a) Design of use case model</li><li>b) Prototyping</li><li>c) Execution of detailed iteration phase</li><li><b>d) Establishment of scope and boundary of the project</b></li></ul>
71.	The outcome of the construction phase includes:
	<ul style="list-style-type: none"><li><b>a) Software product</b></li><li>b) Use case product</li><li>c) Software development plan</li><li>d) Initial project glossary</li></ul>