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Grade	**8.00** out of 10.00 (**80**%)

Question 1

Correct

Mark 1.00 out of 1.00

What is INCORRECT about open-source development?

Select one:

- ○ a. Many important open source products used widely in the world: Java, Linux, MySQL.
- ○ b. The source code of a software system is published.
- ○ c. Volunteers are invited to participate in the development process.
- ◉ d. Volunteer developers are NOT users of the code. ✔

The correct answer is: Volunteer developers are NOT users of the code.

Question 2

Correct

Mark 1.00 out of 1.00

Which of the following about design pattern is INCORRECT?

Select one:

- ○ a. May show the trade-offs of applying the pattern
- ○ b. May describe the results of applying the pattern.
- ○ c. Must describe both the problem and the solution.
- ◉ d. Must provide the source code of the pattern to the users ✔

The correct answer is: Must provide the source code of the pattern to the users

Question 3

Correct

Mark 1.00 out of 1.00

In the design pattern Observer ____.

Select one:

- a. The ConcreteSubject can add and remove Observers (ConcreteObserver) and to issue a notification when the state has changed.
- ● b. All of the other answers are correct. ✔
- c. The ConcreteObserver automatically displays the state and reflects changes whenever the state is updated.
- d. There are two abstract objects, Subject and Observer, and two concrete objects, ConcreteSubject (inherits Subject) and ConcreteObserver (inherits Observer).

The correct answer is: All of the other answers are correct.

Question 4

Correct

Mark 1.00 out of 1.00

What would be considered about license in open-source development?

Select one:

- a. Open-source has no license, do not need to care about the license.
- ● b. There are some license models such as GPL, LGPL, BSD for software license on using, development and distribution. ✔
- c. Free to use, but need an agreement from the authors before changing the source code.
- d. Only need to reference (to the original), do not need to care anything else.

The correct answer is: There are some license models such as GPL, LGPL, BSD for software license on using, development and distribution.

Question 5

Correct

Mark 1.00 out of 1.00

Which of the following about design pattern is correct?

Select one:

- ● a. All of the other answers are correct. ✔
- b. A design pattern is a description of the problem and the essence of its solution.
- c. A problem can be solved by one ore more design patterns.
- d. A design pattern is a way of reusing abstract knowledge about a problem and its solution.

The correct answer is: All of the other answers are correct.

Question 6

Correct

Mark 1.00 out of 1.00

What can be re-use in software engineering?

Select one:

- ○ a.   Object level: Directly reuse objects from a library rather than writing the code yourself.
- ○ b.   Abstraction level: No software is reused directly but knowledge of successful abstractions in the design of your software.
- ◉ c.   All of the other answers are correct. ✔
- ○ d.   Component level: Collections of objects and object classes that you reuse in application systems.

The correct answer is: All of the other answers are correct.

Question 7

Incorrect

Mark 0.00 out of 1.00

Which of the following diagrams CANNOT be in a design document?

Select one:

- ◉ a.   Sequence/collaboration diagram. ✖
- ○ b.   State-chart diagram.
- ○ c.   Use-case diagram.
- ○ d.   Activity diagram.

The correct answer is: Use-case diagram.

Question 8

Incorrect

Mark 0.00 out of 1.00

To apply a design pattern, _____.

Select one:

- ○ a.   We need to ask the customers which design pattern they don't want to use.
- ○ b.   We need to recognize that any design problem you are facing may have an associated pattern that can be applied.
- ◉ c.   All of the other answers are correct. ✖
- ○ d.   We need to ask the programmers which design pattern they are familiar with.

The correct answer is: We need to recognize that any design problem you are facing may have an associated pattern that can be applied.

Question 9

Correct

Mark 1.00 out of 1.00

Which of the following about the design pattern Observer is correct?

Select one:

- ○ a. All of the other answers are correct. ✔
- ○ b. When the object changes (its state), the displays will be notified and update.
- ○ c. Separates the display of object state from the object itself and allows multiple displays of state of an object.
- ○ d. Increase the "minimal coupling" between Subject and Observer: The subject does not require knowledge of the observer; and the observer only needs to know how to get new data.

The correct answer is: All of the other answers are correct.

Question 10

Correct

Mark 1.00 out of 1.00

Which of the following about design pattern is INCORRECT?

Select one:

- ○ a. Can be implemented in more than programming languages
- ○ b. Can only be used when the consequence has no bad effect to the design.
- ○ c. Usually be accompanied by examples of applying the pattern in practice.
- ○ d. A design pattern can only be used for exactly the described problem. ✔

The correct answer is: A design pattern can only be used for exactly the described problem.

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CONTACT

📍 268 Ly Thuong Kiet Street Ward 14, District 10, Ho Chi Minh City, Vietnam

📞 (028) 38 651 670 - (028) 38 647 256 (Ext: 5258, 5234)

✉ elearning@hcmut.edu.vn