Questions

1) Which of these lifecycles of software development is incorrect?
   A. Product Analysis, requirements, design, coding, testing.
   B. Mockups, use-cases, design, coding, testing.
   C. Requirements, design, coding, functional testing, usability testing.
   D. Requirements, design, coding , functional testing.

2) Of these requirements, which one are most important?
   A. User requirements.
   B. Legal requirements.
   C. System requirements.
   D. They are equally important in a proper software development process.

3)Among these steps, what comes first in the requirement gathering process?
   A. First draft of the requirements.
   B. First draft of the mock-ups.
   C. User identification for requirement gathering.
   D. Discussion with experts.

4) Use cases are graphical models that are used to represent:
   A. Detailed requirements of the app.
   B. High-level view of the app's components.
   C. A summary of the main users.
   D. A summary of the main user interfaces.

5) For a software app that aims to track the location of the Covid-19 patients, which users should be interviewed?
   A. Citizens as they are the end-users.
   B. Medical doctors.
   C. Covid-19 specialists.
   D. Citizens and lawyers (to address data privacy).

6) Which language should you use for requirement documentation?
   A. English to make sure all customers understand.
   B. Simple language that can be understood by all
   C. Technical language of the application domain.
   D. Unambiguous that can be understood by all.

7) how much time should requirement gathering last?
   A. 3 to 6 months.
   B. Till the beginning of the system design.
   C. Until testing is complete successfully.
   D. Unti requirement documentation is finalised.

8) What are design patterns?
    A. Template for object classes.
    B. Templates for architecture design.
    C. Common solutions to solve software design problems.
    D. Common solutions to transform requirements into software design.

9) In the MVVM pattern, the View contains:
    A. An instance of the Model.
    B. An instance of the Viewmodel.
    C. An instance of the Model and Viewmodel.
    D. An instance of the viewmodel and Observer.

10) The Model can contain:
    A. Android objects.
    B. An instance of the Viewmodel for communication.
    C. Only Java code.
    D. An instance of the View to show any updates on the interfaces.

11) The Viewmodel can contain:
    A. An instance of the View for updating interfaces.
    B. The MutableLiveData class communication with the model.
    C. Only Java code.
    D. The Observer class.

12) Manifest.XML in Android are used to specify:
    A. The main objects and classes.
    B. The main files in the project.
    C. The main Properties and components of the App.
    D. The main layout of the App.

13) The function intent.PutExtra() is used to:
    A. Add another intent.
    B. Add information/data to the intent to be transferred.
    C. To retrieve data from an intent.
    D. None of the other.

14) Which component is not necessary for a new Android Project:
    A. Build/: Contains build output.
    B. Manifest: Contains the xml file.
    C. Res/: Contains non-code resources such as bitmap images, UI strings and more.
    D. Fragments: Contains code resources for Fragments.

15) Which of this sentence is False:
    A. The RecyclerView Adapter tells the Recycler view what to display in each ViewHolder.
    B. Dependencies should be declared in the Manifest.
    C. Material is a library for easi design visualization elements.
    D. SetcontentView is a function that shows the layout.

16) Which of these app Life cycles are true?
   A. The app is killed usually from OnStop().
   B. OnDestroy() is the last step when shutting down the app.
   C. OnPause() puts the current app running in the background while other app is in the foreground.
   D. All of them are true.

17) When is it best to perform software testing?
   A. After coding is finished
   B. During and after coding.
   C. Before coding.
   D. After software design.

18) What is integration testing?
   A. Testing multiple devices.
   B. Testing multiple users.
   C. Testing all components of the code together.
   D. Testing multiple datasets.

19) What is functional testing?
   A. Testing specific functions in the code.
   B. Testing the functions of the different users.
   C. Testing the function of the devices.
   D. Testing the functions of the software

20) When is it best to plan software testing?
   A. After coding is finished.
   B. During coding.
   C. After requirement gathering.
   D. Before requirement gathering.