

In your opinion what are the heuristics which are recommended to follow in sequence diagrams?

Position lifelines to make message arrows go from left to right

Put pairs of lifelines that interact heavily next to one another

Position lifelines to make message arrows as short as possible

All of the mentioned

The spiral model has two dimensions namely _____ and _____.

radial, perpendicular

diagonal, perpendicular

radial, angular

diagonal, angular



The feasibilities studied in preliminary investigation is (are)

- economic feasibility
- All of the mentioned
- Operational feasibility
- technical feasibility

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The incremental model of software development is:

- A revolutionary model that is not used for commercial product
- The best approach to use for projects with large development teams.
- A good approach when a working core product is required quickly.
- A reasonable approach when requirements are well defined.

System prototyping helps the designer in:

- Communicating to the user, quickly, how the system, when developed, will look like and get the feedback
- Making the programmers understand how the system will work
- All the mentioned
- Giving the demonstration of the software to the system manager

The largest percentage of total life cycle cost of software is:

Maintenance cost

Design cost

Testing cost

Coding cost

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Explain why design conflicts might arise when designing an architecture for which both availability and security requirements are the most important non-functional requirements.



In the context of sequence diagrams what does a message mean?

- The message goes from the sending object's lifeline to the receiving object's lifeline
- All of the mentioned
- It Passes all communications from one object to another and are represented by message arrows in sequence diagrams
- It is a rectangle containing an identifier with a dashed line extending below the rectangle

Which of these are true with respect to the message arrows?

- The synchronous message arrow is used when a sending individual continues execution after sending the message
- All of the mentioned
- The asynchronous message arrow is used when a sending individual suspends execution after sending the message
- The dashed arrow is used either to show the return of control from a synchronous message or to create a new entity

Which of these is not one of the phase names defined by the Unified Process model for software development?

- Construction phase
- Inception phase
- Validation phase
- Elaboration phase



Which is not one of the key questions that is answered by each team member at each daily Scrum meeting?

What do you plan to accomplish at the next team meeting?

What is the cause of the problems you are encountering?

What obstacles are you encountering?

What did you do since the last meeting?

What is usability in software engineering?

- A measure of the relative effort required to learn how to use a software product
- The ability of the end user to use the product successfully
- A metric that describes the degree to which a software product meets its requirements
- The degree to which the product integrates with the environment in which it is used

What is the major advantage of using Incremental Model?

- Easier to test and debug (choice 1)
- Customer can respond to each increment
- Choice 1 and choice 2
- It is used when there is a need to get a product to the market early (choice 2)

Which of these is not a problem of stakeholder's needs elicitation?

- Unfocused questions usually produce a jumble of responses about different product aspects at different level of abstraction
- Stakeholders misunderstand the limits and capabilities of technology
- Stakeholders are readily available to designers
- Stakeholders are unable to explain how they work, what they want from product

What are the four framework activities in the Extreme Programming (XP) process model?

- Analysis, design, coding, testing
- Planning, design, coding, testing
- Planning, analysis, design, coding.
- Planning, analysis, coding, testing

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Suppose that you are an owner of a software house.

You won a development tender. Requirements specification phase is assumed to be finished.

Describe briefly (not more than 30 words) what steps you are going to take in order to finish successfully this project.

In phase 1 of the system development life cycle, which of the following aspects are usually analyzed?

All of the mentioned

Outputs

Input (transactions)



Controls

Mistakes made in the system analysis stage show up in:

- All of the mentioned
- System development
- System design
- Implementation

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The advantages of creating a prototype are:

- It can serve as means of communication between developers and customers
- It allows developers to experiment with number of diferent design options
- Both mentioned advantages
- None of the mentioned

The most creative and challenging phase of system life cycle is:

- Feasibility study
- None of the mentioned
- Maintenance
- Design

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