QUIZ #3 - Solutions
(5pts each)

Name ______________________

1. Software engineering principles have about a three year half-life.
   
   a. True
   b. False

   Answer: b (Section 4.1)

2. Which of the following is not one of core principles of software engineering practice?
   
   a. All design should be as simple as possible, but no simpler
   b. A software system exists only to provide value to its users.
   c. Pareto principle (20% of any product requires 80% of the effort)
   d. Remember that you produce others will consume

   Answer: c (Section 4.2)

3. Every communication activity should have a facilitator to make sure that the customer is not allowed to dominate the proceedings.
   
   a. True
   b. False

   Answer: b (Section 4.3.1)

4. One reason to involve everyone on the software team in the planning activity is to
   
   a. adjust the granularity of the plan
   b. control feature creep
   c. get all team members to “sign up” to the plan
   d. understand the problem scope

   Answer: c (Section 4.3.2)
5. Project plans should not be changed once they are adopted by a team.
   a. True
   b. False

   Answer: b (Section 4.3.2)

6. Requirements models depict software in which three domains?
   a. architecture, interface, component
   b. cost, risk, schedule
   c. information, function, behavior
   d. None of the above

   Answer: c (Section 4.3.3)

7. Teams using agile software practices do not generally create models.
   a. True
   b. False

   Answer: b (Section 4.3.3)

8. Which of the following is not one of the principles of good coding?
   a. Create unit tests before you begin coding
   b. Create a visual layout that aids understanding
   c. Refractor the code after you complete the first coding pass
   d. Write self-documenting code, not program documentation

   Answer: d (Section 4.3.4)

9. Which of the following are valid reasons for collecting customer feedback concerning delivered software?
   a. Allows developers to make changes to the delivered increment
   b. Delivery schedule can be revised to reflect changes
   c. Developers can identify changes to incorporate into next increment
   d. All of the above

   Answer: d (Section 4.3.5)

10. During project inception the intent of the tasks are to determine
    a. basic problem understanding
b. nature of the solution needed  
c. people who want a solution  
d. all of the above  

Answer: a, b, c (Section 5.1)

11. A stakeholder is anyone who will purchase the completed software system under development.

a. True  
b. False  

Answer: b (Section 5.2.1)

12. It is relatively common for different customers to propose conflicting requirements, each arguing that his or her version is the right one.

a. True  
b. False  

Answer: a (Section 5.2.2)

13. Developers and customers create use-cases to help the software team understand how different classes of end-users will use functions.

a. True  
b. False  

Answer: a (Section 5.4)

14. Which of the following is not an objective for building a requirements model?

a. define set of software requirements that can be validated  
b. describe customer requirements  
c. develop an abbreviated solution for the problem  
d. establish basis for software design  

Answer: c (Section 6.1.1)

15. UML activity diagrams are useful in representing which analysis model elements?

a. Behavioral elements  
b. Class-based elements  
c. Flow-based elements  
d. Scenario-based elements
16. Which of the following should be considered as candidate objects in a problem space?

a. events  
 b. people  
 c. structures  
 d. all of the above

Answer: d (Section 6.5.1)

17. Attributes are chosen for an object by examining the problem statement and identifying the entities that appear to be related.

a. True  
 b. False

Answer: b (Section 6.5.2)

18. Which of the following items does not appear on a CRC card?

a. class collaborators  
 b. class name  
 c. class reliability  
 d. class responsibilities

Answer: c (Section 6.5.4)

19. Class responsibilities are defined by

a. its attributes only  
 b. its collaborators  
 c. its operations only  
 d. both its attributes and operations

Answer: d (Section 6.5.4)

20. An analysis package involves the categorization of analysis model elements into useful groupings.

a. True  
 b. False

Answer: a (Section 6.5.6)