QUIZ #6 - Solutions
(4pts each)

Name __________________________

1. Effective software project management focuses on
   a. people, performance, payoff, product
   b. people, product, performance, process
   c. people, product, process, project
   d. people, process, payoff, product

   Answer: c (Section 24.1)

2. The first step in project planning is to
   a. determine the budget.
   b. select a team organizational model.
   c. determine the project constraints.
   d. establish the objectives and scope.

   Answer: d (Section 24.1.2)

3. Project management is less important for modern software development since most projects are successful and completed on time.
   a. True
   b. False

   Answer: b (Section 24.1.4)

4. Which of the following is not considered a stakeholder in the software process?
   a. customers
   b. end-users
   c. project managers
   d. sales people

   Answer: d (Section 24.2.1)
5. The best person to hire as a project team leader is the most competent software engineering practitioner available.
   
a. True  
b. False  

   Answer: b (Section 24.2.2)

6. Which factors should be considered in choosing the organizational structure for a software team?
   
a. degree of communication desired  
b. predicted size of the resulting program  
c. rigidity of the delivery date  
d. all of the above  

   Answer: d (Section 24.2.3)

7. Which of these software characteristics are used to determine the scope of a software project?
   
a. context, lines of code, function  
b. context, function, communication requirements  
c. information objectives, function, performance  
d. communications requirements, performance, information objectives  

   Answer: c (Section 24.3.1)

8. How does a software project manager need to act to minimize the risk of software failure?
   
a. double the project team size  
b. request a large budget  
c. start on the right foot  
d. none of the above  

   Answer: c (Section 24.5)

9. The objective of software project planning is to
   
a. convince the customer that a project is feasible.  
b. make use of historical project data.  
c. enable a manager to make reasonable estimates of cost and schedule.  
d. determine the probable profit margin prior to bidding on a project.  

   Answer: c (Section 26.2)
10. The number of people required for a software project is determined
   a. after an estimate of the development effort is made.
   b. by the size of the project budget.
   c. from an assessment of the technical complexity of the system.
   d. all of the above

   Answer: a (Section 26.4.1)

11. LOC-based estimation techniques require problem decomposition based on
   a. information domain values
   b. project schedule
   c. software functions
   d. process activities

   Answer: c (Section 26.6.3)

12. FP-based estimation techniques require problem decomposition based on
   a. information domain values
   b. project schedule
   c. software functions
   d. process activities

   Answer: a (Section 26.6.4)

13. Unlike a LOC or function point each person’s “use-case” is exactly the same size.
   a. True
   b. False

   Answer: b (Section 26.6.7)

14. When agreement between estimates is poor the cause may often be traced to inadequately defined project scope or inappropriate productivity data.
   a. True
   b. False

   Answer: a (Section 26.6.9)

15. Empirical estimation models are typically based on
   a. expert judgement based on past project experiences
   b. refinement of expected value estimation
c. regression models derived from historical project data
   d. trial and error determination of the parameters and coefficients

Answer: c (Section 26.7.1)

16. COCOMO II is an example of a suite of modern empirical estimation models that require sizing information expressed as:
   a. function points
   b. lines of code
   c. object points
   d. any of the above

Answer: d (Section 26.7.2)

17. Using a statistical technique like decision tree analysis can provide some assistance in sorting out the true costs associated with the make-buy decision.
   a. True
   b. False

Answer: a (Section 26.10.1)

18. Outsourcing always provides a simple means of acquiring software at lower cost than onsite development of the same product.
   a. True
   b. False

Answer: b (Section 26.10.2)

19. It is unethical to undertake a project that you know in advance cannot be completed by the customer's deadline, unless you inform the customer of the risk and establish a project plan that can deliver the needed system incrementally.
   a. True
   b. False

Answer: a (Section 27.1)

20. Which of the following is not one of the guiding principles of software project scheduling:
   a. compartmentalization
   b. market assessment
   c. time allocation
21. Doubling the size of your software project team is guaranteed to cut project completion time in half.
   - a. True
   - b. False

22. The 40-20-40 rule suggests that the least of amount of development effort be spent on
   - a. estimation and planning
   - b. analysis and design
   - c. coding
   - d. testing

23. Timeline charts assist project managers in determining what tasks will be conducted at a given point in time.
   - a. True
   - b. False

24. The purpose of earned value analysis is to
   - a. determine how to compensate developers based on their productivity
   - b. provide a quantitative means of assessing software project progress
   - c. provide a qualitative means of assessing software project progress
   - d. set the price point for a software product based on development effort

25. Earned value analysis is a technique that allows managers to take corrective action before a project crisis develops.
   - a. True
   - b. False