Department of Computer Science and Engineering
CS8494 Software Engineering
Unit III - MCQ Bank

1. Why does architectural design occurs during product design?
a) Stakeholders must co nvinced that their needs will be met, which may be difficult without demonstrating how the engineers plan to build the product
b) Product designers mus t judge the feasibility of their designs
c) Project planners must h ave some idea about what software must be built to create schedules and allocate resources
d) All of the mentioned
Answer: d

2. Which of the following is true?
a) The input of architectural design process is SAD
b) The output of architectural design process is SRS
c) The input of architectural design process is SRS
d) None of the mentioned
Answer: c

3. Which of these steps are followed in architectural design process?
a) Analyze SRS
b) Evaluate Candidate Architectures
c) Select architecture and finalize architecture
d) All of the mentioned
Answer: d

4. Which of these are included in the product overview for SAD?
a) product vision, assumptions, constraints
b) product scope
c) target markets, business requirements
d) product vision, assumptions, constraints, target markets & business requirements
Answer: d

5. What are the categories in which quality attributes are divided in?
a) Development Attributes
b) Operational Attributes
c) Functional Attributes
d) Development & Operational Attributes
Answer: d

6. What makes a good architecture?
a) The architecture may not be the p roduct of a single architect or a small group
b) The architect should have the te chnical requirements for the system and an articulated and prioritized list of qualitative properties
c) The architecture may not be well documented
d) All of the mentioned
Answer: b

7. Which among the following are valid questions raised for the top level architectural model?
a) What is the nature of components?
b) What is the significance of the links?
c) What is the significance of the layout?
d) All of the mentioned
Answer: d

8. Which of the following are correct statements?
a) An architecture may or may not defines components
b) An architecture is not dependable on requirements
c) An architecture is foremost an abstraction of a system that suppresses details of the components that do not affect how they are used
d) All of the mentioned
Answer: c

9. What is a Reference Model?
a) It is a division of functionality together with data flow between the pieces
b) It is a description of component types
c) It is standard decomposition of a known problem into parts that cooperatively solve a problem
d) It is a division of functionality together with data flow between the pieces, It is standard decomposition of a known problem into parts that cooperatively solve a problem
Answer: d

10. Which of the statements truly concludes client and server relation with architectural styles?
a) They are component types and their coordination is described in terms of protocols that server uses to communicate with each of its clients
b) Multiple client cannot exist at an instance
c) Architecture are countless for client and server but their architectural styles are different
d) All of the mentioned
Answer: a

11. Which of the following is true?
a) Architecture is low level design
b) Architecture is mid level design
c) Architecture is high level design
d) None of the mentioned
Answer: c

12. Which of the following is golden rule for interface design?
a) Place the user in control
b) Reduce the user's memo ry load
c) Make the interface consistent
d) All of the mentioned
Answer: d

13. Which of the following is not a design principle that allow the user to maintain control?
a) Provid e for flexible interaction
b) Allow user interaction to be int errupt-able and undo-able
c) Show techn ical internals from the casual user
d) D esign for direct interaction with objects that appear on the screen
Answer: c

14. Which of the following is not a user interface design process?
a) User, task, and environ ment analysis and modeling
b) Interfac e design
c) Knowledgeable, frequent users
d) Interface validation
Answer: c

15. Which of the following option is not considered by the Interface design?
a) the design of interfaces between software components
b) the design of interfaces between the software and human producers and consumers of information
c) the design of the interface between two computers
d) all of the mentioned
Answer: c

16. A software might allow a user to interact via
a) keyboard commands
b) mouse movement
c) voice recognition commands
d) all of the mentioned
Answer: d

17. What incorporates data, architectural, interface, and procedural representations of the software?
a) design model
b) user's model
c) mental image
d) system image
Answer: a

18. What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?
a) mental image
b) interface design
c) system image
d) interface validation
Answer: c

19. Which of the following term is best defined by the statement:"The ability to represent local and global data is an essential element of component-level design."?
a) Data representation
b) Logic verification
c) "Code-to" ability
d) Automatic processing
Answer: a

20. Which diagram evolved from a desire to develop a procedural design representation that would not allow violation of the structured constructs?
a) State transition diagram
b) Box diagram
c) ER diagram
d) None of the mentioned
Answer: b

21. Which of the following is not a characteristics of box diagram?
a) functional domain
b) arbitrary transfer of control is impossible
c) recursion is easy to represent
d) providing a notation that translates actions and conditions
Answer: d

22. The_____ is represented as two processing boxes connected by an line (arrow) of control.
a) Repetition
b) Sequence
c) Condition
d) None of the mentioned
Answer: b

23. The Unified Modeling Language (UML) has become an effective standard for software modelling.How many different notations does it have ?
a) Three
b) Four
c) Six
d) Nine
Answer: d

24. Which model in system modelling depicts the static nature of the system ?
a) Behavioral Model
b) Context Model
c) Data Model
d) Structural Model
Answer: d

25. The UML supports event-based modeling using _____ diagrams.
a) Deployment
b) Collaboration
c) State chart
d) All of the mentioned
Answer: c

26. _____ allows us to infer that different members of classes have some common characteristics.
a) Realization
b) Aggregation
c) Generalization
d) dependency
Answer: c

27. _____level of Entity Relationship Diagram (ERD) models all entities and relationships ?
a) Level 1
b) Level 2
c) Level 3
d) Level 4
Answer: b

28. Which of the following statement is incorrect regarding the Class-responsibility-collaborator (CRC) modeling ?
a) All use-case scenarios (and corresponding use-case diagrams) are organized into categories in CRC modelling
b) The review leader reads the use-case deliberately
c) Only developers in the review (of the CRC model) are given a subset of the CRC model index cards
d) All of the mentioned
Answer: c

29. Which of the following is a mechanism that allows several objects in an class hierarchy to have different methods with the same name?
a) Aggregation
b) Polymorphism
c) Inheritance
d) All of the mentioned
Answer: b

30. Which of the following points related to Object-oriented development (OOD) is true?
a) OOA is concerned with developing an object model of the application domain
b) OOD is concerned with developing an object-oriented system model to implement requirements
c) All of the mentioned
d) None of the mentioned
Answer: c

31. How many layers are present in the OO design pyramid?
a) three
b) four
c) five
d) one
Answer: b

32. Which of these are followed for an ideal device?
a) Do exactly one job completely
b) Be loosely coupled to the rest of the program
c) Never change interface
d) All of the mentioned
Answer: d

33. Which among these best represents simplicity for an ideal device?
a) Do exactly one job completely
b) Be loosely coupled to the rest of the program
c) Have a simple and consistent interface meeting the needs of the rest of the program
d) Never change its interface
Answer: c

34. What are decompositions for design project?
a) Analysis : Design Problem
b) Resolution : Product specifications
c) Resolution : Detailed design
d) All of the mentioned
Answer: d

35. Which of the following statement is false?
a) A process is a collection of related tasks that transforms a set of inputs to the set of output
b) A design notation is a symbolic representational system
c) A design heuristic is a rule proceeding guidance, with guarantee for achieving some end
d) Software design method is orderly procedure for providing software design solutions
Answer: b