TYPICAL QUESTIONS & ANSWERS

PART I

OBJECTIVE TYPE QUESTIONS

Each Question carries 2 marks.

Choose the correct or best alternative in the following:

Q.1   The most important feature of spiral model is
  (A) requirement analysis.   (B) risk management.
  (C) quality management.   (D) configuration management.

  Ans: B

Q.2   The worst type of coupling is
  (A) Data coupling.   (B) control coupling.
  (C) stamp coupling.   (D) content coupling.

  Ans: D

Q.3   IEEE 830-1993 is a IEEE recommended standard for
  (A) Software requirement specification.
  (B) Software design.
  (C) Testing.
  (D) Both (A) and (B)

  Ans: A

Q.4   One of the fault base testing techniques is
  (A) unit testing.   (B) beta testing.
  (C) Stress testing.   (D) mutation testing.

  Ans: D

Q.5   Changes made to an information system to add the desired but not necessarily the
          required features is called
  (A) Preventative maintenance.
  (B) Adaptive maintenance.
  (C) Corrective maintenance.
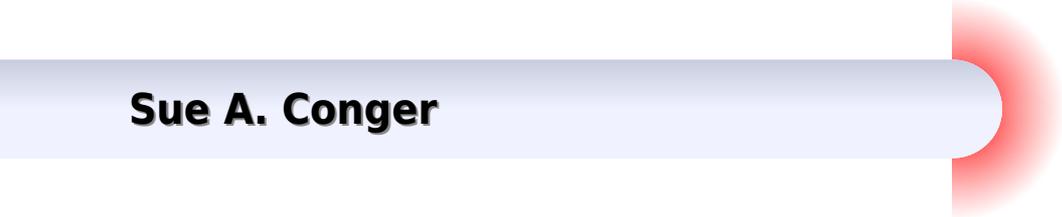 (D) Perfective maintenance.

  Ans: D

Q.6   All the modules of the system are integrated and tested as complete system in the
          case of
  (A) Bottom up testing   (B) Top-down testing
  (C) Sandwich testing   (D) Big-Bang testing

  Ans: D

[Software Engineering Objective Questions And Answers S](#)

Sue A. Conger

Software Engineering Objective Questions And Answers S:

  Software Engineering Sajan Mathew,2007 This book is a comprehensive step by step guide to software engineering This book provides an introduction to software engineering for students in undergraduate and post graduate programs in computers *UGC NET unit-6 COMPUTER SCIENCE Software Engineering book with 600 question answer as per updated syllabus* DIWAKAR EDUCATION HUB ,2022-08-30 UGC NET Computer Science unit 6 **Get all NIC Scientist B Important Questions in PDF form here!** Testbook,2023-03-20 Solve these questions and get the study notes for your exam prep to boost your overall scores Clear the NIC Scientist B cut off by referring to this PDF that has all important questions and ace exam **Get NIELIT Scientist B Imp. Questions and start preparing now!** ,2023-04-03 To boost your scores and clear the NIELIT Scientist B cut off refer to the NIELIT Scientist B important questions provided in PDF form Solve these ques and get the study notes for your exam prep **Design Science Methodology for Information Systems and Software Engineering** Roel J. Wieringa,2014-11-19 This book provides guidelines for practicing design science in the fields of information systems and software engineering research A design process usually iterates over two activities first designing an artifact that improves something for stakeholders and subsequently empirically investigating the performance of that artifact in its context This validation in context is a key feature of the book since an artifact is designed for a context it should also be validated in this context The book is divided into five parts Part I discusses the fundamental nature of design science and its artifacts as well as related design research questions and goals Part II deals with the design cycle i e the creation design and validation of artifacts based on requirements and stakeholder goals To elaborate this further Part III presents the role of conceptual frameworks and theories in design science Part IV continues with the empirical cycle to investigate artifacts in context and presents the different elements of research problem analysis research setup and data analysis Finally Part V deals with the practical application of the empirical cycle by presenting in detail various research methods including observational case studies case based and sample based experiments and technical action research These main sections are complemented by two generic checklists one for the design cycle and one for the empirical cycle The book is written for students as well as academic and industrial researchers in software engineering or information systems It provides guidelines on how to effectively structure research goals how to analyze research problems concerning design goals and knowledge questions how to validate artifact designs and how to empirically investigate artifacts in context and finally how to present the results of the design cycle as a whole Software Engineering Perspectives in Computer Game Development Kendra M. L. Cooper,2021-07-04 Featuring contributions from leading experts in software engineering this edited book provides a comprehensive introduction to computer game software development It is a complex interdisciplinary field that relies on contributions from a wide variety of disciplines including arts and humanities behavioural sciences business engineering physical sciences mathematics etc The book focuses on the emerging research at the intersection of game and

software engineering communities A brief history of game development is presented which considers the shift from the development of rare games in isolated research environments in the 1950s to their ubiquitous presence in popular culture today A summary is provided of the latest peer reviewed research results in computer game development that have been reported at multiple levels of maturity workshops conferences and journals The core chapters of the book are devoted to sharing emerging research at the intersection of game development and software engineering In addition future research opportunities on new software engineering methods for games and serious educational games for software engineering education are highlighted As an ideal reference for software engineers developers educators and researchers this book explores game development topics from software engineering and education perspectives Key Features Includes contributions from leading academic experts in the community Presents a current collection of emerging research at the intersection of games and software engineering Considers the interdisciplinary field from two broad perspectives software engineering methods for game development and serious games for software engineering education Provides a snapshot of the recent literature i e 2015 2020 on game development from software engineering perspectives *Software Engineering* Roger S. Pressman,1988 Designed for the introductory programming course or the software engineering projects course offered in departments of computer science This book serves as a cookbook for software engineering presenting the subject as a series of steps that the student can apply to complete a software project **Software Engineering** Merlin Dorfman,Richard H. Thayer,1997 Software Engineering describes the current state of the art practice of software engineering beginning with an overview of current issues and focusing on the engineering of large complex systems The text illustrates the phases of the software development life cycle requirements design implementation testing and maintenance **Software Engineering** Julius T. Tou,1971 Papers and articles about software engineering in the computer and information science fields Software Engineering Process with the UPEDU Pierre N. Robillard,Patrick D'Astous,Philippe Kruchten,2003 This book provides a general introduction to the essentials of the software development process that series of activities that facilitate developing better software in less time It starts with the basic aspects of software process which are the methods tools and the concepts of the software life cycle The second and third parts emphasize the engineering and management disciplines that are the core of any software engineering process The fourth part which is concerned with the quality aspects of software process presents the aspects of process assessment and measurement The last chapter introduces a software process metamodel which is the theoretical foundation for any software process The approach is general and the explanations are not tied to a particular commercial process The book includes an ongoing case study example which does use the Unified Process for Education which is derived from The Rational Unified Process This book thus enables readers to gain experience with some of the basics of the Rational Unified Process the industry s most powerful tool for incorporating the best practices into software development and prepares them to work with any organization s software process The book

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