قائمة الاسئلة

امتحان نهاية  الفصل الدراسي  الأول ـ للعام الجامعي    1446  هـ  ـ الموافق ـ2025/2024مـكلية الحاسوب وتكنولوجيا المعلومات :: هندسة البرمج
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1) A software is
   1) - A computer system
   2) - A computer program
   3) - A computer application
   4) + A computer program with associated documantion
2) Software engineering is concerned with
   1) - Creating a good requirements
   2) - Creating a good specifications
   3) + Creating a good software
   4) - Creating a good methodology
3) System engineering is concerned with
   1) + All aspects of computer-based systems development
   2) - All aspects of hardware-based systems development
   3) - All aspects of software-based systems development
   4) - All aspects of good software-based systems development
4) Computer science
   1) - Focuses on creating a new technologies
   2) - Focuses on software production
   3) - Focuses on sytem production
   4) + Focuses on theory and fundamentals
5) Which of the following is not a key challenge facing software engineering
   1) - Coping with increasing diversity
   2) + Creating a good computer-based system
   3) - Developing trustworthy software
   4) - Demands for reduced delivery times
6) There are two kinds of software product
   1) + Generic products
   2) - Open products
   3) - Closed product
   4) + Customized product
7) Which of the following is not an attribute of a good software
   1) - Acceptability
   2) - Maintainability
   3) - Efficiency
   4) + None of them
8) The number of application types
   1) - 10
   2) - 9
   3) - 8
   4) + 7
9) The number of fundamental activities for all software processes
   1) - 2
   2) + 4
   3) - 6
   4) - 12
10) Which of the following are fundamental activities for all software processes

1)     -    Specification
2)     -    Development
3)     -    Validation
4)    +    All of them

11) The software process is
    1)    -    A abstract set of activities required to develop a software system
    2)    -    A set of requirments required to develop a software system
    3)    +    A structured set of activities required to develop a software system
    4)    -    A non-structured set of activities required to develop a software system

12) The most popular software process models are
    1)    -    The waterfall model
    2)    -    Incremental development
    3)    -    Integration and configuration
    4)    +    All of the mentioned

13) The waterfall model is appropriate for the following types of system
    1)    +    Embedded systems
    2)    -    ERP systems
    3)    -    Operating systems
    4)    +    Critical systems

14) The major advantages of waterfall model are
    1)    -    Early delivery and deployment
    2)    -    Aetting a customer feedback is easier
    3)    -    The cost of implementing requirements changes is reduced
    4)    +    None of the mentioned

15) The most appropriate model for developing a gas station control system is
    1)    -    Agile model
    2)    +    Waterfall model
    3)    -    Integration model
    4)    -    All of the mentioned

16) The integration and configuration model based on
    1)    -    Manager skills
    2)    -    Reducing the resources
    3)    +    Software reuse
    4)    -    All of the mentioned

17) The main activities in the requirements engineering process are
    1)    +    Requirements elicitation and analysis
    2)    -    Requirements documentaion
    3)    +    Requirements validation
    4)    +    Requirements specification

18) Which of following approaches may be used to reduce the costs of rework
    1)    -    Change documentation
    2)    +    Change anticipation
    3)    +    Change tolerance
    4)    -    None of the mentioned

19) The number of principles of agile methods
    1)    +    5
    2)    -    4
    3)    -    6
    4)    -    3

20) The XP most important practices are
    1)   +   Refactoring
    2)   +   User stories
    3)   +   Pair programming
    4)   -   None of the mentioned

21) Which of the following are examples of refactoring
    1)   +   Re-organization of a class hierarchy to remove duplicate code
    2)   +   The replacement of inline code with calls to methods that have been included in a program library
    3)   +   Tidying up and renaming attributes and methods to make them easier to understand
    4)   -   None of the mentioned

22) The product backlog is
    1)   -   A single-item list of tasks which the Scrum team must tackle
    2)   +   A list of 'to do' items which the Scrum team must tackle
    3)   -   A list of 'to do' items which the Scrum team have done
    4)   -   A tasks which the developer had done

23) The scrum is
    1)   +   A daily meeting of the Scrum team
    2)   -   A group of agile developers
    3)   -   A list of tasks that planned to be done
    4)   -   A 2 - 4 weeks long period

24) The types of requirements by the description level are
    1)   -   Functional requirements
    2)   +   System requirements
    3)   +   User requirements
    4)   -   Non-functional requirements

25) Functional requirements
    1)   -   Describe the cost of system services
    2)   -   Describe the legacy system services
    3)   +   Describe functionality or system services
    4)   -   All of the mentioned

26) Non-functional requirements
    1)   -   Define functionality or system services
    2)   +   Define system properties and constraints
    3)   -   Define system complexity
    4)   -   Define system life-cycle

27) Which of the following is not a non-functional requirement
    1)   -   Speed
    2)   -   Size
    3)   -   Ease of use
    4)   +   None of the mentioned

28) One of the following is not a requirements engineering process
    1)   -   Requirements elicitation
    2)   -   Requirements analysis
    3)   -   Requirements validation
    4)   +   Requirements changing

29) System modeling is
    1)   -   The process of developing detailed models of a system, with each model presenting a different view or perspective of that system

2)   -   The process of developing background of a system, with each layer presenting a different view or perspective of that system

3)   +   The process of developing abstract models of a system, with each model presenting a different view or perspective of that system

4)   -   The process of developing abstract models of a system, with each model presenting a same view or perspective of that system

30) Which of the following models belong to the structural models
1)   -   Sequence diagrams
2)   -   Activity diagrams
3)   -   Use case diagrams
4)   +   Class diagrams

31) The output of the architectural design process is
1)   -   An architectural model that describes how many components the system does has
2)   +   An architectural model that describes how the system is organized as a set of communicating components
3)   -   An architectural pattern that describes the interaction between system components
4)   -   All of the mentioned

32) Which of the following are a fundamental architectural views
1)   +   A logical view
2)   +   A process view
3)   +   A development view
4)   +   A physical view

33) Patterns are a means of
1)   -   Developing, testing and reusing object
2)   -   Planning, developing and reusing knowledge
3)   -   Creating, designing and reusing components
4)   +   representing, sharing and reusing knowledge

34) One of the following is not an architectural pattern
1)   +   Adapter pattern
2)   -   Layered architecture
3)   -   Repository architecture
4)   -   Model-View-Controller pattern

35) A design pattern is
1)   -   An architectural pattern solving a problem and its solution
2)   -   A way of reusing documentaion about a problem and its solution
3)   +   A way of reusing abstract knowledge about a problem and its solution
4)   -   A way of reusing system components

36) Pattern elements include
1)   -   Name
2)   -   Problem description
3)   -   Consequences
4)   +   All of the mentioned

37) There are two kinds of design model
1)   -   Structural models describe the changing behaviour of the system at the run-time
2)   +   Dynamic models describe the dynamic interactions between objects
3)   +   Structural models describe the static structure of the system in terms of object classes and relationships
4)   -   Dynamic models describe the mount of data being stored in database

38) The number of software reuse level

1)    -    0
2)    +    4
3)    -    5
4)    -    2

39) Choose two software testing goals
1)    +    To demonstrate that the software meets its requirements
2)    -    To demonstrate code readability
3)    +    To discover situations in which the behavior of the software is incorrect, undesirable
4)    -    To discover situations in which the behavior of the software meets the manager needs

40) Unit testing is the first stage of
1)    -    Release testing
2)    +    Development testing
3)    -    User testing
4)    -    All of the mentioned

41) A software process model is a detailed representation of a process
1)    -    TRUE.
2)    +    FALSE.

42) The costs of software on a PC are often greater than the hardware cost
1)    +    TRUE.
2)    -    FALSE.

43) Sfotware maintenance costs may be several times development costs
1)    +    TRUE.
2)    -    FALSE.

44) Plan-driven processes are processes where all of the process activities are planned interleaved
1)    -    TRUE.
2)    +    FALSE.

45) The incremental development models are more valued by the managers
1)    -    TRUE.
2)    +    FALSE.

46) The amount of analysis and documentation that has to be redone with the waterfall model is much less than is required with the incremental model
1)    -    TRUE.
2)    +    FALSE.

47) Software specification is the same as requirements engineering
1)    +    TRUE.
2)    -    FALSE.

48) The agile methods Focus on the design rather than the code
1)    -    TRUE.
2)    +    FALSE.

49) The extreme programming is one of agile methods
1)    +    TRUE.
2)    -    FALSE.

50) The product owner is the person who tests the software
1)    -    TRUE.
2)    +    FALSE.

51) Is the ScrumMaster responsible for ensuring that the Scrum process is followed and guides the team in the effective use of Scrum?
1)    +    TRUE.
2)    -    FALSE.

52) The user requirements mean the high-level abstract requirements
  1)  +  TRUE.
  2)  -  FALSE.

53) The system requirements mean the detailed description of what the system should do
  1)  +  TRUE.
  2)  -  FALSE.

54) Non-functional requirements may be more critical than functional requirements
  1)  +  TRUE.
  2)  -  FALSE.

55) Context models are used to show what lies outside the system boundaries
  1)  +  TRUE.
  2)  -  FALSE.

56) Architectual patterns are the same as design patterns
  1)  -  TRUE.
  2)  +  FALSE.

57) Verification answers the question: Are we building the right product?
  1)  -  TRUE.
  2)  +  FALSE.

58) Validation answers the question: Are we building the product right?
  1)  -  TRUE.
  2)  +  FALSE.

59) Unit test has three parts: a setup part, a call part, an assertion part
  1)  +  TRUE.
  2)  -  FALSE.

60) There are three different types of user testing: alpha testing, beta testing, acceptance testing
  1)  +  TRUE.
  2)  -  FALSE.