

Software Development and UML Fundamentals

Software Engineering · Practice Test · 15 Questions

1. What does SDLC stand for?

- A) Software Development Life Cycle
- B) System Design Life Cycle
- C) Software Deployment Logic Control
- D) Standard Development Life Cycle

2. Which approach to SDLC is described as traditional?

- A) Agile
- B) Waterfall
- C) Kanban
- D) Scrum

3. Which of the following is considered an Agile methodology?

- A) Waterfall
- B) Deployment
- C) Scrum
- D) Specification

4. What is the primary objective of UML?

- A) To write program code
- B) To provide tools for analysis, design, and implementation
- C) To replace all programming languages
- D) To manage project budgets

5. How many diagrams does the UML specification generally mention?

- A) ~5
- B) ~10
- C) ~15
- D) ~20

6. Which UML diagram is used to represent how a user interacts with software?

- A) Class diagram
- B) Use case diagram
- C) Deployment diagram
- D) Activity diagram

7. Which diagram is used to show how business processes work?

- A) Activity diagram
- B) Component diagram
- C) Use case diagram
- D) Deployment diagram

8. Which diagram provides a detailed look at software implementation?

- A) Deployment diagram
- B) Component diagram
- C) Class diagram
- D) Use case diagram

9. What diagram depicts how software is deployed?

- A) Deployment diagram
- B) Activity diagram
- C) Class diagram
- D) Component diagram

10. UML diagrams can be used as which of the following?

- A) A sketch
- B) A blueprint
- C) Both as a sketch and a blueprint
- D) Neither a sketch nor a blueprint

11. What are the three perspectives of UML mentioned in the content?

- A) Conceptual, Specification, Implementation
- B) User, Developer, Manager
- C) Input, Process, Output
- D) Design, Coding, Testing

12. Which of the following is a common Agile methodology?

- A) Waterfall
- B) Kanban
- C) Spiral
- D) Linear

13. Why is system visualization difficult according to the text?

- A) It requires too much paper
- B) Cross-discipline complexity
- C) Lack of computers
- D) It is too cheap

14. What can a class diagram assist with?

- A) Database design
- B) Conceptual domain models
- C) Documenting concrete structure
- D) All of the above

15. Which of the following is NOT an attribute of UML?

- A) A consistent set of diagrams
- B) A set of graphical notations
- C) A single diagram for all purposes
- D) A modeling language