CIS201 Chapter 1 Test Review

True/False

Indicate whether the statement is true or false.

1. (1 point) An information system often includes the software, the database, and the related manual processes.
   a. True
   b. False

2. (1 point) Systems analysis is sometimes referred to as “understanding and specification.”
   a. True
   b. False

   a. True
   b. False

4. (1 point) Iterative development is the same as Agile development.
   a. True
   b. False

5. (1 point) The first core process is to plan the project.
   a. True
   b. False

6. (1 point) In iterative development, an iteration usually lasts about six weeks.
   a. True
   b. False

7. (1 point) The System Vision Document is usually developed before the project actually begins.
   a. True
   b. False

8. (1 point) The project plan is required to get the project approved.
   a. True
   b. False

9. (1 point) A Work Breakdown Structure is the first step in building a project schedule.
   a. True
   b. False

10. (1 point) During analysis activities the project team build two types of diagrams: Use Case diagram and Package diagram.
    a. True
    b. False

11. (1 point) The purpose of a workflow diagram is to document the internal steps of a use case.
    a. True
    b. False
12 (1 point) The database is designed using information from the class diagram.
   a. True
   b. False

**Multiple Choice**

*Identify the choice that best completes the statement or answers the question.*

13 (1 point) A person that functions as an architect to plan, capture the vision, and understand the needs for a new system is often called a _________________.
   a. programmer analyst
   b. software engineer
   c. systems analyst
   d. software developer

14 (1 point) An information system development process that emphasizes flexibility to embrace change is called _________________.
   a. Iterative project planning
   b. Adaptive development projects
   c. Iterative development
   d. Agile development

15 (1 point) Two important goals or steps within Core Process one are ____ and _____.
   a. identify the problem; choose the project manager
   b. identify the solution objective; obtain project approval
   c. describe the solution; obtain project approval
   d. estimate the cost; identify the iterations

16 (1 point) Two of the primary elements that are included in a Work Breakdown Structure include:
   a. subsystem iteration assignments and estimated effort
   b. sequence of tasks and estimated effort
   c. list of tasks and assigned resources
   d. list of tasks and estimated effort

17 (1 point) The purpose of a *use case* is to _______.
   a. Identify a sequence of steps to process a user function
   b. Identify a business event that requires system action
   c. Identify a useful objective for the new system
   d. Identify a user and describe one user procedure

18 (1 point) The purpose of a class diagram is to _______.
   a. document the hierarchy of class relationships
   b. document the methods of classes in the new system
   c. document all of the programming classes
   d. document the information requirements in the new system
19 (1 point) The boxes on a class diagram can be thought of as a particular _______.
   a. set of relationships
   b. set of attributes
   c. set of objects
   d. set of procedures

20 (1 point) In a workflow diagram, the arrows that cross the center line are used to identify what?
   a. Relationships between objects
   b. Actor and use case relationships
   c. User key strokes
   d. Screens and Reports

21 (1 point) To design the database schema, information from which diagram is the most important?
   a. network diagram
   b. package diagram
   c. design class diagram
   d. class diagram

22 (1 point) A diagram that shows the overall structure of a system as it exists after it is deployed is called what?
   a. Architectural configuration diagram
   b. Architectural class diagram
   c. System and subsystem diagram
   d. Design class diagram

23 (1 point) What is the purpose of an iteration recap?
   a. To ensure the correct deliverable was produced
   b. To review the project processes
   c. To give performance reviews to the programmers
   d. To rework the project schedule

24 (1 point) What is the single activity that usually requires the most time during a project?
   a. Programming
   b. Acceptance testing
   c. Meeting with users
   d. Design the screens and reports

25 (1 point) What is usually the end result of an iteration?
   a. A piece of working code
   b. A project plan
   c. A set of specifications
   d. The final system