CIS 201 Chapter 8 Review Test

True/False
*Indicate whether the statement is true or false.*

1. (1 point) A project cannot have both predictive and adaptive elements.

2. (1 point) A project that has high technical risk should use the predictive approach.

3. (1 point) All adaptive approaches include iterations.

4. (1 point) The SDLC development approach taught in the textbook is a variation of the spiral model.

5. (1 point) A tool is a software support that helps create models or other components required in the project.

6. (1 point) Many systems being developed today combine traditional and object-oriented technology.

7. (1 point) In Agile Modeling, change is seen as the exception, not the norm.

8. (1 point) Agile Modeling principles suggest that CASE tools should be used whenever possible.

9. (1 point) Maintaining simplicity in Agile Modeling eliminates the need for validating the models with code.

10. (1 point) Object-oriented development includes a focus on both objects and processes.

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

11. (1 point) An approach to the SDLC where the phases overlap is often referred to as the _______ approach.
   a. modified waterfall
   b. waterfall
   c. modified predictive
   d. spiral

12. (1 point) The term “_____” means that work activities are done once, then again, and yet again.
   a. agile modeling
   b. iteration
   c. waterfall approach
   d. incremental development

13. (1 point) Which of the following is NOT one of the major activities of the support phase?
   a. Training the users
   b. Maintaining the system
   c. Enhancing the system
   d. Supporting the users
14. (1 point) A(n) _____ provides guidelines to follow for completing every activity in systems development, including specific models, tools, and techniques.
   a. predictive approach
   b. object-oriented analysis
   c. system development methodology
   d. systems development life cycle

15. (1 point) The term “_______” is used to separate out some aspect of the real world that is important to understand when we build a model.
   a. brainstorm
   b. synthesis
   c. analysis
   d. abstraction

16. (1 point) A hierarchical program structure consisting of a boss or control module which calls submodules is called what?
   a. traditional program structure
   b. top-down programming
   c. ordered program structure
   d. bottom-up programming

17. (1 point) One main principle of structured design is that program modules should be designed so that they are ____.
   a. highly cohesive
   b. tightly coupled
   c. tightly structured
   d. highly engineered

18. (1 point) A(n) ____ program is one that has one beginning and one ending.
   a. iterative
   b. incremental
   c. object-oriented
   d. structured

19. (1 point) A graphical diagram which shows the hierarchical organization of modules is called a(n) _______.
   a. Entity relationship diagram (ERD)
   b. top-down chart
   c. structure chart
   d. data flow diagram

20. (1 point) _____ consists of writing statements in a programming language to define what each type of object does.
   a. OOP
   b. OOA
   c. OOD
   d. OOS

21. (1 point) A(n) _______ is used to show the interacting messages between objects that collaborate.
   a. activity diagram
   b. class diagram
   c. sequence diagram
   d. data flow diagram
22. (1 point) Reuse is one of the primary benefits of using what type of development methodology?
   a. Object-oriented
   b. Structured
   c. Top-down
   d. Iterative

23. (1 point) ____ is a philosophy and set of guidelines for developing software in an unknown, rapidly changing environment.
   a. Object-oriented development
   b. Refactoring
   c. Pair programming
   d. Agile development

24. (1 point) A(n) _____ approach to the SDLC is used when the exact requirements of a system or needs of users are not well understood.
   a. predictive
   b. persistent
   c. incremental
   d. adaptive

25. (1 point) In Agile modeling what are the two important reasons for building models?
   a. To understand what you are building and to communicate the solution
   b. To document a solution and to instruct other developers
   c. To communicate with the user and to obtain feedback
   d. To write good code and to design good databases