



Software Engineering Model Paper

SLIM-IT

Q 1. Software engineering is the field of :

- (a) computer science
- (b) engineering
- (c) physics
- (d) electronics

Q 2. Software engineering is :

- (a) primarily a personal activity
- (b) essentially a team activity
- (c) both (a) and (b)
- (d) None of the above

Q 3. The key objectives are :

- (a) consistency
- (b) small cycle time
- (c) low cost
- (d) All of the above

Q 4. When introduced multiprogramming and multi-user system?

- (a) first era
- (b) second era
- (c) third era
- (d) fourth era

Q 5. The third era has been used :

- (a) microprocessors
- (b) personal computers
- (c) powerful desk top work stations
- (d) All of the above

Q 6. The major factors during any production discipline is :

- (a) quality
- (b) quantity
- (c) time
- (d) product

Q 7. Software quality main factors are :

- (a) production operation
- (b) production transmission
- (c) production revision

(d) All of the above

Q 8. The first factor product operations deals quality factors such as :

- (a) correctness
- (b) reliability
- (c) efficiency
- (d) All of the above

Q 9. Product transitions deals with quality factor such as :

- (a) portability
- (b) interoperability
- (c) both (a) and (b)
- (d) None of the above

Q 10. Which factor including maintainability and testability?

- (a) production operation
- (b) production transmission
- (c) production revision
- (d) All of the above