Midterm Exam Review

CS 3398 Spring 2014

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Midterm Exam

- Wednesday/Thursday, March 5/March 6
- Closed book, closed notes, clean desk
- Chapters 1 through 4 and 6
- 100 points total
- 25% of your final grade
- I recommend using a pencil (and eraser)

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I will provide extra paper.

Exam Format

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- Multiple choice: 17 questions
- Problems: 3
 - write (or modify) some requirements or give a scenario or use case
 - draw a use case diagram
 - draw the architecture of a system using an arch. pattern.
- Written answers: 3
 - 3 to 5 sentences, generally
 - Define, explain, compare, evaluate
 - Make a claim and support it.
 - Requires memorization of topics and issues
- Each question will indicate how many points it is worth

Ch 1: Introduction

- Software Engineering: what is it?
 - Why do we need it? Project and Product failures
- Essential attributes of good software
 - Functional Correctness, Maintainability, Dependability, Efficiency, Acceptability
- Two kinds of software products
 - Generic vs customized software
- Application types:

Stand-alone applications Embedded control systems Batch processing systems

Entertainment systems Interactive transaction-based apps Systems for modeling+simulation Data collection systems Systems of systems

Ch 2: Software Processes

- Software process
 - What are they, why do we have them?
- Software process activities
 - specification (requirements)
 - development (design and implementation)
 - validation (testing and reviews)
 - evolution (maintenance)
- Software process models
 - Waterfall model
 - Incremental development model

Know advantages and disadvantages of each.

- Spiral model
- Reuse-oriented software engineering

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Ch 3: Agile Processes

- Agile development:
 - why needed?
 - manifesto, principles
- Extreme programming (12 practices)
 - Planning Game: story cards, task list
 - Testing: test-first development, automatic testing
 - Pair programming, continuous integration
 - Refactoring, team code ownership, sustainable pace
- Scrum
 - Project management method for incremental dev
 - Roles, events, artifacts.
- Scaling Agile to larger projects
- Choosing a process (pros+cons of agile)

Ch 2: Software Processes

- Coping with change:
 - change avoidance and prototyping
 - how prototyping is used
 - change tolerance and incremental delivery
 - pros and cons
- Rational Unified Process
 - UP is a generic framework, RUP is a commercial product
 - Must be specialized for each project
 - 6 disciplines over 4 phases
 - each phase has goals, complete before next phase
 - each phase has iterations
 - each phase involves all the disciplines, in varying amounts.

Ch 4: Requirements Engineering

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- Requirements (definition)
 - Levels: Business, user, system
 - Functional vs non-functional
 - Desired qualities: correct, unambiguous, complete, consistent, verifiable
 - Be able to write user and system level requirements
- Software Requirements Specification Doc
 - General contents (outline)
 - Users and uses
 - Good practices

Ch 4: Requirements Engineering

- Requirements Engineering
 - Elicitation,
 - Analysis,
 - Specification,

Know goals and methods of each sub-discipline

- ValidationManagement
- Tools and methods of each sub-discipline
 - interviews, elicitation workshop, ethnography
 - Scenarios, use cases, use case diagrams
 - Prototypes, requirements review, generate test cases

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- Natural language specification, pros and cons

Ch 6: Application architecture

- Introduction
 - Terms: Architectural design, component, subsystem, service, subsystem interface
 - Using box and line diagrams to represent architecture

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- Design goals: simplicity and independence
- Architectural patterns
 - ModelViewController
 - Layered
 - Client-Server
 - Pipe & Filter
 - Repository

Know when to use each one, and some advantages. Be able to draw them.

Example Problems

- Assignment 1, Assignment 3
- Assignment 4: Architectural models and use case diagrams (questions and solutions on TRACS resources folder)
- See the Sample Midterm exam on the website.