NDDC

SCHOLARSHIP PAST QUESTIONS PACK

SOFTWARE ENGINEERING

COMPLETE PREPARATION RESOURCE

PAST QUESTION + ANSWERS + GUIDE

MSc. & Phd

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NDDC (OSSC/LSSC.) SCHOLARSHIP APTITUDE TEST PRACTICE QUESTIONS

CATEGORY: SOFTWARE ENGINEERING

Please read the following instructions carefully before starting your examination:

1. **Exam Format:**

   - This examination consists of 50 multiple-choice questions.

   - For each question, there will be four options (A, B, C, D). Only one option is the correct answer.

2. **Duration:**

   - The total time allowed for this exam is 40 minutes.

   - The timer displayed on your screen will indicate the remaining time.

   - There is no penalty for finishing before the allotted time.

3. **Navigating the Test:**

   - Questions can be answered in any order you choose.

   - You can flag questions if you wish to review them later.

   - Ensure you have responded to all questions before submitting your final answers.

4. **Answer Selection:**

   - To select an answer, click on the choice you believe is correct.

   - If you wish to change an answer, you can deselect a chosen option and select a new one.

   - Unanswered questions will be marked as incorrect; therefore, it is to your advantage to answer every question.

5. **Guidelines:**

   - TRemain seated and focused on your exam. Do not look away from the screen unnecessarily.

   - All browser tabs and additional windows must be closed. Navigation away from the exam window may be flagged for review.

   - No breaks are allowed during the exam, and communication with others is strictly prohibited.

   - Any form of cheating will result in immediate termination of your exam and potential academic consequences.

6. **Technical Issues:**

   - If you experience any technical difficulties, please raise your hand or notify the proctor immediately.

   - Do not attempt to resolve technical issues on your own.

7. **Before You Begin:**

   - Ensure your workspace is clear of all unauthorized materials and devices.

   - Have your ID card ready for verification by the administrator if requested.

8. **Starting the Exam:**

   - When you are ready to start, click the "Begin Exam" button.

   - Once you begin, the exam timer will start counting down.

9. **After Completing the Exam:**

   - Review your answers if time permits.

   - Click the "Submit Exam" button to finalize your test. Once submitted, you will not be able to access the questions again.

   - Remain seated until the proctor has confirmed your exam has been submitted successfully.

By starting this exam, you agree to abide by the examination rules and regulations as set by the administering authority.

Good luck with your exam. When you are ready, you may proceed with the 'Begin Exam' button.

1. Software is defined as _ _ _ _ _ _ _ _ _ _ _
a) set of programs, documentation & configuration of data
b) set of programs
c) documentation and configuration of data
d) None of the mentioned

Answer: A

Explanation: Software is a collection of programmes; it also includes documentation and data setup to enable the programmes to function. Microsoft windows, excel, word, powerpoint, etc. are a few examples of software.

2. What is Software Engineering?
a) Designing a software
b) Testing a software
c) Application of engineering principles to the design a software
d) None of the above

Answer: C

Explanation: Software engineering is the application of engineering principles to the design, development, and support of software and it helps to solve the challenges of low-quality software projects.

3. Who is the father of Software Engineering?
a) Margaret Hamilton
b) Watts S. Humphrey
c) Alan Turing
d) Boris Beizer

Answer: B

Explanation: Watts S. Humphrey created the Software Process Program at Carnegie Mellon University's Institute (SEI) in the 1980s, and served as its director from 1986 through the early 1990s. This

program was designed to help participants understand and manage the software development process.

4. What are the features of Software Code?
a) Simplicity
b) Accessibility
c) Modularity
d) All of the above
Answer: C
Explanation: Software code should be written in a clear, succinct, and easy-to-understand way. Simplicity should be preserved in the program code's organization, implementation, and design. These codes should be constructed in such a way that software components (such as files and functions) are readily available. The software may be broken down into numerous parts to make it easier to comprehend and troubleshoot.

5. _____ is a software development activity that is not a part of software processes.
a) Validation
b) Specification
c) Development
d) Dependence
Answer: D
Explanation: A software dependency is an external independent library that can range in size from a single file to numerous files and directories arranged into packages to accomplish a specified purpose and is an attribute and not an engineering activity for process.

6. Define Agile scrum methodology.
a) project management that emphasizes incremental progress
b) project management that emphasizes decremental progress
c) project management that emphasizes neutral progress
d) project management that emphasizes no progress
Answer: A
Explanation: Agile scrum methodology is a style of project management that emphasizes incremental progress. Each iteration is divided into two to four-week sprints, with the goal of completing the most important features first and delivering a possibly deliverable product at the end of each sprint.

7. CASE stands for
a) Computer-Aided Software Engineering
b) Control Aided Science and Engineering
c) Cost Aided System Experiments
d) None of the mentioned
Answer: A
Explanation: The CASE tool's purpose is to make the work of software development and maintenance easier and more reliable.

8. _____ is defined as the process of generating analysis and designing documents?
a) Re-engineering
b) Reverse engineering
c) Software re-engineering
d) Science and engineering
Answer: B
Explanation: The method of reverse engineering is used to uncover difficult, unknown, and hidden information about a software system.