**CS 460 Exam 1 (in-class)**

**Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date\_\_\_\_\_\_**

**Total: 100 pts**

**Part I: Software Engineering [Subtotal 80 pts]**

**(1) SWEBOK (Only Chapter 1: Intro to the Guide) [35 pts]**

**(2) PMBOK (Only Chapter 1: Intro to the Guide) [18 pts]**

**(3) RUP (Only pages 1-15) [12 pts]**

**(4) Team Roles/Tools/Standards [15 pts]**

**Part II: Essay [Subtotal 20 pts]**

**Provide an overview of your Project contribution:**

**(1)  Completed up to Spring Break (1/2 page + diagram) [10 pts]**

**(2)  Planned after Spring Break (1/2 page + diagram) [10 pts]**

**(3) Bonus [10 pts]**

**Part I: Software Engineering (SWEBOK, PMBOK, RUP, and Team Roles /Tool)**

**(1a) [T/F] [10 pts] SWEBOK Essentials**

|  |  |  |
| --- | --- | --- |
| **#** | **T/F** | **Statement** |
| 1. |  | There is no difference between software engineering and programming code. |
| 2. |  | SWEBOK promotes a consistent view of software engineering worldwide and characterize the contents of the software engineering discipline. |
| 3. |  | At least 500 reviewers from 42 countries contributed to SWEBOK. |
| 4 |  | www.swebok.org is where more information can be found on SWEBOK. |
| 5. |  | Computer science is another discipline related to Software Engineering. |
| 6. |  | SWEBOK knowledge areas are hierarchically decomposed but not defined. |
| 7. |  | Each SWEBOK KA description also includes a matrix relating the reference material to the listed topics. |
| 8. |  | A requirement is defined as a property that must be exhibited in order to solve some real-world problem. |
| 9. |  | According to the IEEE definition [IEEE610.12-90], design is both “the process of defining the architecture, components, interfaces, and other characteristics of a system or component” and “the result of [that] process.” |
| 10. |  | The 2004 Guide is simply the current edition of a guide which will continue evolving to meet the needs of the software engineering community. |

**(1b) [3 pts] Define Software Engineering according to SWEBOK and describe how it relates to coding.**

**(1c) [22 pts] SWEBOK Knowledge Areas**

|  |  |
| --- | --- |
| **Identify official Knowledge Area** | **Brief Definition** |
| 1. |  |
| 2. |  |
| 3. |  |
| 4. |  |
| 5. |  |
| 6. |  |
| 7. |  |
| 8. |  |
| 9. |  |
| 10. |  |
| 11. |  |

**(2) [18 pts] PMBOK Knowledge Areas**

|  |  |
| --- | --- |
| **Identify official Knowledge Area** | **Brief Definition** |
| 1. |  |
| 2. |  |
| 3. |  |
| 4. |  |
| 5. |  |
| 6. |  |
| 7. |  |
| 8. |  |
| 9. |  |

**(3) [12 pts] RUP Phases**

|  |  |  |
| --- | --- | --- |
| **Identify Phase** | **Identify at least 1 project deliverable** | **Briefly describe project deliverable** |
| 1. |  |  |
| 2. |  |  |
| 3. |  |  |
| 4. |  |  |

**(4) [15 pts]** **List your team members, state their roles, and match the tool/standard they use.**

|  |  |  |
| --- | --- | --- |
| **Team Member Name** | **At least 1 role** | **At least 1 tool/standard used** |
| 1. |  |  |
| 2. |  |  |
| 3. |  |  |
| 4. |  |  |
| 5. |  |  |

**II. Project Essay**

**Provide an overview of your Project contribution:**

**(1)  Completed up to Spring Break (1/2 page + diagram)**

**(2)  Planned after Spring Break (1/2 page + diagram)**

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1. **[10 pts] Completed up to Spring Break (1/2 page + diagram)**
2. **[10 pts] Planned after Spring Break (1/2 page + diagram)**

**Bonus [10 pts total ]**

**B-1 [5 pts] List up to 5 topics you learned this semester from class.**

**B-2 [5 pts] List up to 5 favorite topics from class.**

**B-3 [10 pts] Identify and describe your implementation duties in CS 460.**