

## Computer Science Ics Part 1 Chapter 1 Online Test

Sr	Questions	Answers Choice
1	What is the benefit of using framewors in development.	<p>A. &lt;p&gt;Fastr with reusable parts&lt;/p&gt;            B. &lt;p&gt;Slower&lt;/p&gt;            C. &lt;p&gt;More bugs&lt;/p&gt;            D. &lt;p&gt;Less secure&lt;/p&gt;</p>
2	Which of the following is a code editor.	<p>A. &lt;p&gt;GCC&lt;/p&gt;            B. &lt;p&gt;GDB&lt;/p&gt;            C. &lt;p&gt;VS code&lt;/p&gt;            D. &lt;p&gt;Python&lt;/p&gt;</p>
3	What si the role of UML in software development	<p>A. &lt;p&gt;Visualizing systme design&lt;/p&gt;            B. &lt;p&gt;Writing code&lt;/p&gt;            C. &lt;p&gt;Managing eam communciatio&amp;nbsp;&lt;/p&gt;            D. &lt;p&gt;Depolying software,&lt;/p&gt;</p>
4	Who usually perform Acceptance Testing	<p>A. &lt;p&gt;Developers&lt;/p&gt;            B. &lt;p&gt;Testers&lt;/p&gt;            C. &lt;p&gt;End Users&lt;/p&gt;            D. &lt;p&gt;Managers&lt;/p&gt;</p>
5	Whcih of the following ensures software meets user expectatinos.	<p>A. &lt;p&gt;Testing&lt;/p&gt;            B. &lt;p&gt;Debugging&lt;/p&gt;            C. &lt;p&gt;Deployment&lt;/p&gt;            D. &lt;p&gt;Documentation&lt;/p&gt;</p>
6	Which of the following si a non functional requirement.	<p>A. &lt;p&gt;User registrations&lt;/p&gt;            B. &lt;p&gt;Data eneryption&lt;/p&gt;            C. &lt;p&gt;Online payment&lt;/p&gt;            D. &lt;p&gt;Report generation&amp;nbsp;&lt;/p&gt;</p>
7	Which IDE is commonly used for python development.	<p>A. &lt;p&gt;Notepad++&lt;/p&gt;            B. &lt;p&gt;PyCharm&lt;/p&gt;            C. &lt;p&gt;Visual Studio&lt;/p&gt;            D. &lt;p&gt;GDB&lt;/p&gt;</p>
8	Why is the Waterfall model not suitable for dynamic projects.	<p>A. &lt;p&gt;it requiries too many resources&lt;/p&gt;            B. &lt;p&gt;It follows a rigid, linear approach&lt;/p&gt;            C. &lt;p&gt;It lacks documentation&amp;nbsp;&lt;/p&gt;            D. &lt;p&gt;It is outdated&lt;/p&gt;</p>
9	What is the role of UML in software development.	<p>A. &lt;p&gt;Writing code&lt;/p&gt;            B. &lt;p&gt;Visualizing system design&lt;/p&gt;            C. &lt;p&gt;Managing team communication&amp;nbsp;&lt;/p&gt;            D. &lt;p&gt;Deploying software&lt;/p&gt;</p>
10	What is the purpose of project planing.	<p>A. &lt;p&gt;To ignore user needs&lt;/p&gt;            B. &lt;p&gt;To define goals, roles, and timelines&lt;/p&gt;            C. &lt;p&gt;To skip&lt;/p&gt;            D. &lt;p&gt;To reduce team size&lt;/p&gt;</p>
11	In agile methodology, work is divided into shrt cycles called.	<p>A. &lt;p&gt;Sprints&lt;/p&gt;            B. &lt;p&gt;Modules&lt;/p&gt;            C. &lt;p&gt;Stages&lt;/p&gt;            D. &lt;p&gt;Phases&lt;/p&gt;</p>
12	What soes an activity diagram illustrate.	<p>A. &lt;p&gt;System architecture&lt;/p&gt;            B. &lt;p&gt;Flow of activities is a process&lt;/p&gt;            C. &lt;p&gt;Code structure&lt;/p&gt;            D. &lt;p&gt;Data Base Scheme&lt;/p&gt;</p>
13	Which Agile practice involves two developers working together.	<p>A. &lt;p&gt;Pair programming&lt;/p&gt;            B. &lt;p&gt;Sprint planning&lt;/p&gt;            C. &lt;p&gt;Daily Standups&lt;/p&gt;            D. &lt;p&gt;Tes Driven Development&lt;/p&gt;</p>
14	Which tpe of testing checks individual componets of software.	<p>A. &lt;p&gt;Integration Testing&lt;/p&gt;            B. &lt;p&gt;System Testing&lt;/p&gt;            C. &lt;p&gt;Unit Testing&lt;/p&gt;</p>

		D. <p>Acceptance testing</p>
15	Which of the following is an online computing platform.	A. <p>Visual Studio</p> B. <p>Repl .it</p> C. <p>Py Charm</p> D. <p>Eclipse</p>
16	Which of the following is a functional requirement	A. <p>The system should be fast</p> B. <p>The system should be scalable</p> C. <p>The system should be secure</p> D. <p>The system should allow user login</p>
17	Which phase of SDLC involves understanding user needs and expectations.	A. <p>Design</p> B. <p>Requirement gathering</p> C. <p>Testing</p> D. <p>Deployment</p>
18	Which SDLC phase involves installing the software for users.	A. <p>Testing</p> B. <p>Coding</p> C. <p>Deployment</p> D. <p>Maintenance</p>
19	In agile methodology, work is divided into short cycles called.	A. <p>Sprints</p> B. <p>Modules</p> C. <p>Phases</p> D. <p>Stages</p>
20	Which design pattern allows interchangeable algorithms at runtime	A. <p>Singleton</p> B. <p>Strategy</p> C. <p>Factory</p> D. <p>Observer</p>