

Computer Science Ics Part 1 Chapter 1 Online Test

Sr	Questions	Answers Choice
1	Which of the following is a code editor.	<p>A. <p>GCC</p></p> <p>B. <p>GDB</p></p> <p>C. <p>VS code</p></p> <p>D. <p>Python</p></p>
2	Which design pattern ensures only one instance of class exists.	<p>A. <p>Factory</p></p> <p>B. <p>Strategy</p></p> <p>C. <p>Singleton</p></p> <p>D. <p>Observer</p></p>
3	Which design pattn provides a way to create objects without exposing logic.	<p>A. <p>Factory</p></p> <p>B. <p>Singleton</p></p> <p>C. <p>Observer</p></p> <p>D. <p>Strategy</p></p>
4	What soes an activity diagram illustrate.	<p>A. <p>System architecture</p></p> <p>B. <p>Flow of activities is a process</p></p> <p>C. <p>Code structure</p></p> <p>D. <p>Data Base Scheme</p></p>
5	Whcih of the following ensures software meets user expectatinos.	<p>A. <p>Testing</p></p> <p>B. <p>Debugging</p></p> <p>C. <p>Deployment</p></p> <p>D. <p>Documentation</p></p>
6	Which Agile practice involves two developers working together.	<p>A. <p>Pair programming</p></p> <p>B. <p>Sprint planning</p></p> <p>C. <p>Daily Standups</p></p> <p>D. <p>Tes Driven Development</p></p>
7	What si the role of UML in software development	<p>A. <p>Visualizing systme design</p></p> <p>B. <p>Writing code</p></p> <p>C. <p>Managing eam communciatio&nbsp;</p></p> <p>D. <p>Depolying software,</p></p>
8	Which phawe of SDLC involves understanding user needs and experctations.	<p>A. <p>Design</p></p> <p>B. <p>Requiremnt gthging</p></p> <p>C. <p>Testing</p></p> <p>D. <p>Deployment</p></p>
9	Which of the following is a functional requirement	<p>A. <p>The system should be fast</p></p> <p>B. <p>The system should be scalable</p></p> <p>C. <p>The system shol eb secure</p></p> <p>D. <p>The system should allow user login</p></p>
10	Which model supports iteratie development.	<p>A. <p>Water fall</p></p> <p>B. <p>Agile</p></p> <p>C. <p>V model</p></p> <p>D. <p>None of the above</p></p>
11	Whcih activity happens during the Execution phase.	<p>A. <p>Gathering requirements</p></p> <p>B. <p>Writing code and building software</p></p> <p>C. <p>Planning timeline</p></p> <p>D. <p>Testing software</p></p>
12	What is the purpose of project planing.	<p>A. <p>To ignore user needs</p></p> <p>B. <p>To define goals, roles, and timelines</p></p> <p>C. <p>To skip</p></p> <p>D. <p>To reduce team size</p></p>
13	Which of he following is a key practice in Agile	<p>A. <p>Continoous integration</p></p> <p>B. <p>Sequential planning</p></p> <p>C. <p>Fixed scope</p></p> <p>D. <p>No feedback loops</p></p>
14	Which of the following best describes an design pattern.	<p>A. <p>New lanaguage</p></p> <p>B. <p>Reusable solution&nbsp;</p></p> <p>C. <p>Type of DB</p></p>

		D. <p>Testing method</p>
15	Why is the Waterfall model not suitable for dynamic projects.	A. <p>It requires too many resources</p> B. <p>It follows a rigid, linear approach</p> C. <p>It lacks documentation</p> D. <p>It is outdated</p>
16	Which of the following is NOT Part of SDLC.	A. <p>Requirement</p> B. <p>Design</p> C. <p>Testing</p> D. <p>Coding</p>
17	Which of the following is a reason for testing software.	A. <p>To find and fix bugs early</p> B. <p>to make it look better</p> C. <p>To delay delivery</p> D. <p>To increase costs</p>
18	Which Agile practice involves writing tests before code.	A. <p>Pair programming</p> B. <p>Continuous Integration</p> C. <p>Test Driven Development</p> D. <p>Documentation First</p>
19	What is the purpose of a sequence Diagram.	A. <p>Show data flow</p> B. <p>Model work flows</p> C. <p>Show object interactions</p> D. <p>Define system limits</p>
20	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>