WORK SHEET
UNIT-II

MCQS

1. Functional requirements define
   A) Behavior
   B) Cost
   C) Time
   D) None
   Answer: A
2. Non-functional requirements define
   A) Performance
   B) Behavior
   C) Code
   D) None
   Answer: A
3. User requirements are written for
   A) Developers
   B) Users
   C) Managers
   D) None
   Answer: B
4. SRS stands for
   A) Software Requirement Specification
   B) System Report
   C) Software Rule
   D) None
   Answer: A
5. Feasibility study checks
   A) Possibility
   B) Coding
   C) Testing
   D) None
   Answer: A
6. Requirements elicitation means
   A) Gathering
   B) Testing
   C) Coding
   D) None
   Answer: A
7. Requirements validation ensures
   A) Correctness
   B) Coding
   C) Design
   D) None
   Answer: A

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8. Requirements management deals with
   A) Changes
   B) Testing
   C) Coding
   D) None
   Answer: A
9. Interface specification defines
   A) Interaction
   B) Code
   C) Output
   D) None
   Answer: A
10. System requirements are detailed
    A) High-level
    B) Low-level
    C) Medium
    D) None
    Answer: B
11. Requirements engineering includes
    A) Analysis
    B) Validation
    C) Management
    D) All
    Answer: D
12. Feasibility includes
    A) Technical
    B) Economic
    C) Operational
    D) All
    Answer: D
13. Requirements document is
    A) SRS
    B) Code
    C) Design
    D) None
    Answer: A
14. Validation checks
    A) Errors
    B) Code
    C) Design
    D) None
    Answer: A
15. Requirements must be
    A) Clear
    B) Complete
    C) Consistent

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D) All

Answer: D

Fill in the Blanks

1. Functional requirements describe system _____
2. Non-functional requirements describe _____
3. SRS stands for _____
4. Feasibility study checks _____
5. Requirements elicitation means _____
6. Requirements validation ensures _____
7. Requirements management handles _____
8. Interface specification defines _____
9. System requirements are _____
10. Requirements engineering includes _____ and validation

Answers

1. Behavior
2. Performance
3. Software Requirement Specification
4. Feasibility
5. Gathering
6. Correctness
7. Changes
8. Interaction
9. Detailed
10. Analysis