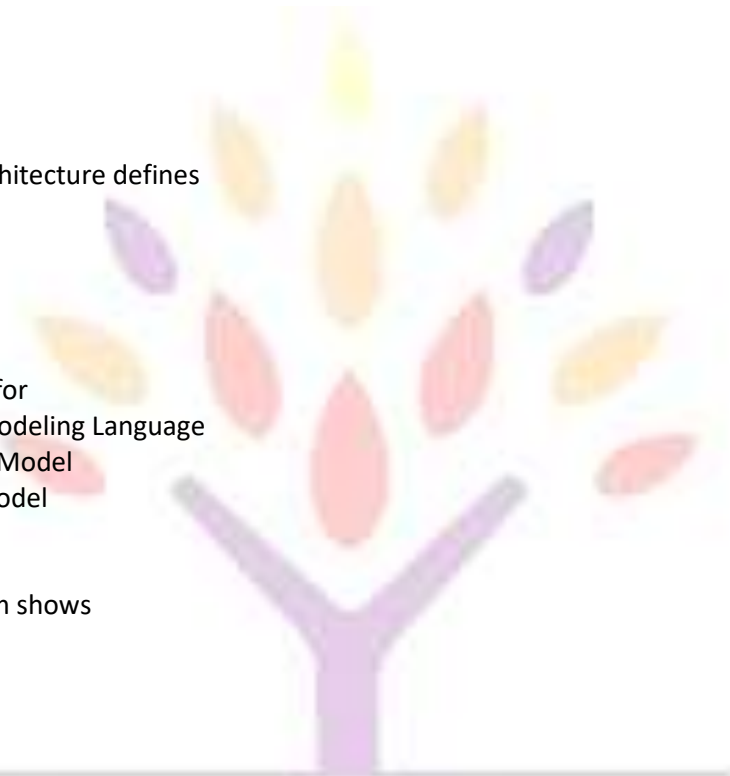


WORK SHEET  
UNIT-III

MCQS

1. Design process ensures
  - A) Quality
  - B) Cost
  - C) Delay
  - D) None**Answer: A**
2. Software architecture defines
  - A) Structure
  - B) Code
  - C) Output
  - D) None**Answer: A**
3. UML stands for
  - A) Unified Modeling Language
  - B) Universal Model
  - C) Unique Model
  - D) None**Answer: A**
4. Class diagram shows
  - A) Structure
  - B) Behavior
  - C) Time
  - D) None**Answer: A**
5. Sequence diagram shows
  - A) Interaction
  - B) Structure
  - C) Data
  - D) None**Answer: A**
6. Use case diagram shows
  - A) User interaction
  - B) Code
  - C) Output
  - D) None**Answer: A**
7. Component diagram shows
  - A) Components
  - B) Code
  - C) Data
  - D) None**Answer: A**



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WORK SHEET

8. Data design focuses on  
A) Data structures  
B) Code  
C) Output  
D) None

**Answer: A**

9. Architectural styles define  
A) Patterns  
B) Code  
C) Output  
D) None

**Answer: A**

10. Design model includes  
A) Data  
B) Architecture  
C) Interface  
D) All

**Answer: D**

11. Collaboration diagram shows  
A) Interaction  
B) Structure  
C) Data  
D) None

**Answer: A**

12. Design quality ensures  
A) Maintainability  
B) Flexibility  
C) Efficiency  
D) All

**Answer: D**

13. Conceptual model is  
A) Abstract  
B) Physical  
C) Code  
D) None

**Answer: A**

14. Architecture is  
A) High-level design  
B) Code  
C) Testing  
D) None

**Answer: A**

15. UML is used for  
A) Modeling  
B) Coding  
C) Testing



WORK SHEET

D) None

**Answer: A**

**Fill in the Blanks**

1. UML stands for \_\_\_\_\_
2. Architecture defines system \_\_\_\_\_
3. Class diagram shows \_\_\_\_\_
4. Sequence diagram shows \_\_\_\_\_
5. Use case diagram shows \_\_\_\_\_
6. Data design deals with \_\_\_\_\_
7. Design model includes \_\_\_\_\_ design
8. Conceptual model is \_\_\_\_\_
9. Design quality ensures \_\_\_\_\_
10. Architectural styles define \_\_\_\_\_

**Answers**

1. Unified Modeling Language
2. Structure
3. Structure
4. Interaction
5. User interaction
6. Data structures
7. Architectural
8. Abstract
9. Maintainability
10. Patterns



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