1. Sequence diagrams and state-machine diagrams enable us to visualize the
...........External..dynamics........... of the information system

2. If the project is complex and requires reliability, it is better to choose ....throwaway prototyping
Methodology.

3. Loosely coupled units of a system are supported by .....encapsulation..... to provide reusable
objects.

4. It would be very nice to send the results of the ...questionnaire...... to the participants while gathering
information.

5. On the back side of a CRC card,
   a. the ....attributes...... and
   b. ....relationships........... of the class are listed.

6. What, when, where questions are considered in ......analysis............. phase.

7. The product of the Design phase is ...system specification... documentation.

8. .....Continuous..... Testing is one of the key principles of Extreme Programming.

9. .....JAD................. gives highest information integration possibility for system analysts.

10. Structural or ....conceptual...... model creates a vocabulary for system analysts and users.

11. Object oriented analysis and design is use-case driven, .architecture-centric iterative and incremental.

12. The System Development Life Cycle generally uses ...gradual refinement... while moving
systematically through phases.

13. In .thin...Client/...fat....... Server architecture, the Client is little more than a terminal whereas the the
Server handles all processing.

14. ....use-case........................... allows analysts to focus on how a user will interact with the
system for a single activity.

15. The minimalists approach perform a series of ....builds...... having gathered requirements.

16. If we have enough time and want to build personnel skills, it is better to choose
...custom...development

17. The process of combining packages, legacy systems, and new software is called
.system..integration... and it may require object wrappers.

18. If the project requires high scalability, then it is better to choose ....Client/Server...
Architecture.

19. ......Availability/speed/.... can be a typical example of a performance requirements.
number of users, etc.