CSDA Practice Exam Website

www.cdsaprep.com

Elaboration1 Document

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3/19/2012	1.0		Document Creation
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SE616 IEEE CSDA Practice Exam

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1. Introduction

This document provides an overview of Elaboration 1 of our project, which is a web-based practice test system based on the Institute of Electrical and Electronics Engineers (IEEE) CSDA Exam. The Certified Software Development Associate (CSDA) credential is intended for graduating software engineers and entry-level software professionals, and it serves to bridge the gap between educational experience and real-world work requirements. The concepts and knowledge areas of the examination were derived from a job analysis study, and cover knowledge areas contained within the Software Engineering Body of Knowledge (SWEBOK).

2. Domain Model

The domain model for the CSDA Practice Examination Website is as shown below:



3. Design Model

3.1 Design Class Diagram

The design model for this project is as shown below:



4. Sequence Diagrams

4.1.1 Overall View of Take Test Scenario

The sequence diagram of Take Test scenario is as follows:



4.1.2 Create Test Scenario Referenced in Take Test

The sequence diagram to create a new test when the test taker clicks "take test" is as follows:



4.1.3 Evaluate Test Scenario Referenced in Take Test

The sequence diagram to evaluate a test, when the test taker clicks "submit" button, is as follows:



5. Data Model

5.1 Entity-Relationship Diagram

The E-R diagram for the Test module is as shown:



6. Test Model

Black box testing will be used to test the overall correctness of the application. In this test a user will follow a series of steps that will each test a different aspect of the application. The user will execute the following steps:

- 1. User visits URL
- 2. User enters invalid username/password combination
 - a. User should be redirected to Login page with error message indicating that username/password combination was invalid
- 3. User enters valid username/password combination
 - a. User should be directed to Test page with 20 questions displayed
- 4. User clicks "Reset Test"
 - a. A new test with different questions should be served
- 5. User answers some, but not all, questions
 - a. Client-side validation should not allow the Test to be evaluated, and should return a view with unanswered questions noted
- 6. User answers all questions and clicks "Submit"
 - a. Client-side validation should allow the Test to be evaluated, and a Results page that includes a score, as well as correct answer and explanation, should be returned to the user
- 7. User clicks "Logout"
 - a. User should be directed to Login page

7. Use-Case Storyboards and UI Prototypes

7.1 Use Cases

Elaboration 1 consists primarily of Use Case 2 (UC2: Take Test), as specified below. This represents the heart of the system, which allows a test taker to complete the test and then view feedback in the form of a score and details on which questions he marked correctly and incorrectly, as well as an explanation of the correct answer.

Elaboration 1 also includes UC2: Login, as this coding is manageable in the timeframe given, and the functionality will also be needed for UC3 and UC4, which will be included in Elaboration 2.

Use Case	UC1: Login	
Description	User logs into system and is presented with appropriate workspace	
Primary Actor	Admin and test taker	
Precondition	None	
Post condition	User is logged into the system	
Main Success Scenario	1. User visits URL	
	2. User enters valid login and password credentials	
	3. User is presented with appropriate workspace (test for test takers)	
Alternative Flow	2a. User enters invalid login and password credentials	
	1. System displays login page with error message indicating incorrect	
	login/password, try again	

Use Case UC1: Login

Use Case UC2: Take Test

Use Case	UC2: Take Test
Description	Test taker logged into the system takes test
Primary Actor	Test taker
Precondition	Test taker must be logged into the system
Post condition	Test taker completes test. Results are displayed.
Main Success Scenario	1. System shows test taker a new test with 20 questions
	2. Test taker answers all 20 questions and submits the completed test for
	evaluation
	3. System returns evaluated test with score and details on incorrectly
	answered questions
	4. Test taker logs out
Alternative Flow	2a. Test taker resets test
	1. System reloads test with new questions
	2b. Test taker submits incomplete test
	1. System's client-side validation returns error message indicating that
	all questions must be answered
	2. Test taker answers questions and resubmits

7.2 Use Case Storyboards

7.2.1 Homepage

This page will be displayed when a user first visits the site:



7.2.2 Login Page

This page will be displayed when a user first visits the site, or logs out.

IMAGE GOES HERE	
Log In Place enter your username and password. Register if you don't have an account	<u>Login</u>
Account Information	
Username:	
Password:	
Keep me logged in	
Log In	
Username: Password: Ceep me logged in	

7.2.3 Test Page

After a Test Taker logs in, he will be presented with a Test Page that consists of 20 questions.

IMAGE GOES HERE
All 20 questions must be answered to complete the test. Once completed, click "Submit" at the bottom of the page to get your score.
Question 1 This is the text for question 1. It can be any question from the data base. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam vel mauris elit, dapibus volutpat mauris. Aenean magna turpis, blandit id accumsan et, ornare ut enim.
O Answer option 1.a
O Answer option 1.b
O Answer option 1.c
O Answer option 1.d
Question 2 This is the text for question 2. It can be any question from the data base. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam vel mauris elit, dapibus volutpat mauris. Aenean magna turpis, blandit id accumsan et, ornare ut enim.
O Answer option 2.a
O Answer option 2.b
O Answer option 2.c
O Answer option 2.d
 (questions continue)
Question 19 This is the text for question 19. It can be any question from the data base. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam vel mauris elit, dapibus volutpat mauris. Aenean magna turpis, blandit id accumsan et, ornare ut enim.
O Answer option 19.a
O Answer option 19.b
O Answer option 19.c
O Answer option 19.d
Question 20 This is the text for question 20. It can be any question from the data base. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam vel mauris elit, dapibus volutpat mauris. Aenean magna turpis, blandit id accumsan et, ornare ut enim.
Answer option 20.a
Answer option 20.b
O Answer option 20.c
Answer option 20.d
SUBMIT

7.2.4 Test Page with Validation

Client-side validation ensures that the Test Taker answers all questions.

Will display if all questions are not answered and "submit" is clicked	IMAGE GOES HERE
"submit" is clicked	IMAGE GOES HEREB
	 Answer option 20.c Answer option 20.d SUBMIT

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7.2.5 Evaluated Page

Once a Test Taker submits his Test, he will be presented a Score and told which questions were answered correctly and incorrectly. An explanation for each answer is also provided.



8. User Interface

When the users visit the website <u>www.csdaprep.com</u>, they are presented with the home screen shown below:



8.1 Login

To take the test, users need to login to the system.

irefox T C Log In		*		p 💽
localhost:51323/Account/Login.aspx	☆ マ C 🚼 ← Google 🖉	♠	D -	P.
csda	Online Certified Software Development Associate (CSDA) practice for students and entry-level software engineers			
Loc In				
Please enter your username and pass	word. <u>Register</u> if you don't have an account.			
Account Information				
Username:				
Password:				
🖾 Keep me logged in				
	Log In			

Take Test 8.2

csdal	Online Certified Software Development Associate (CSDA) practice for students and entry-level software engineers
	Reset Test
ALL 20 QUESTIONS MUST BE A PAGE TO GET YOUR SCORE.	NSWERED TO COMPLETE THE TEST. ONCE COMPLETED, CLICK "SUBMIT" AT THE BOTTOM OF THE
QUESTION 1 An organization has gathered and anale experience with developing software, b experience. During the requirements ph requirement and the date gathered.	yzed requirements from the stakeholders for a new project, "Video Editing Software for the Hobbyist." The organization has ut not with commercial off-the-shelf software titles. The development team consists of thirty people with varying levels of lase, the team noticed that the source of each requirement is documented by the name of the person who first presented the
Which missing pieces of information wil I. Traceability I. Requirement Type II. Priority IV. Source	I have the GREATEST IMPACT on the analysis task required during change management?
© I and II only © II and IV only © I and III only © III and IV only	
QUESTION 2 A software product is in its third releass junior testers are assigned the task of r	a. The current test effort is totally manual. Senior test engineers are assigned to test the new functionality of a release, whereas nanually conducting the regression test cases.
Which of the following arguments does	NOT support a case for automating the regression test cases?
 Automated testing increases the pr Regression testing is more likely to Automated testing can take advanta Manual testing is typically less experience 	ecision with which a test is repeated. be executed completely with each release of the software. age of nonworking hours. unsive than automated testing.

QUESTION 20 A design team is working on the design of a payroll system. The system is being revised to accommodate new features that the customer desires. Previous versions of the design were not well documented, and the team is taking advantage of the current version to document the new design.

Analysis of the previous design noted that functions were grouped into modules in a haphazard way. This design property is BEST described as:

*

- Coincidental cohesion
- © Logical cohesion
- Content coupling
- Common coupling

Submit

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8.3 **Result**

The result for the test is displayed after all questions are answered and submitted.

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We define TAULANDE TAULANDE Several pieces of information are used to evaluate a proposal to change a given requirement. The priority of the proposed change reflects the importance or or information in the set of the requirement is a safety or security hazard and takes precedence over all other changes, whereas a priority 4 or 5 change is "nice to have." Priority is a key piece of information needed to make the yes/no decision and allocate the requirement to a specific release or software version. In addition, the cost and schedule impact of the requires dhange is key information. Traceability information contributes to inalysis of alignment with the project's objectives and resource constraints. It is unlikely that the requirement is not missing. Dependencencencencencencencencencencencencence	L Traceability II. Requirement Type III. Priority IV. Source	
EVENANTION Several pieces of information are used to evaluate a proposal to change a given requirement. The priority of the proposed change reflects the importance or criticality of the request. In most prioritization schemes, a priority 1 change identifies a safety or security hazard and takes precedence over all other changes, whereas a priority 4 or 5 change is "nice to have." Priority is a key piece of information needed to make the yes/in decision and allocate the requirement to a specific release or software version. In addition, the cost and schedule impact of the requested change is key information. Traceability information contributes to inaplysis of alignment with the project's objectives and resource constraints. It is unlikely that the requirement type alone will have a great impact, although business objectives might favor, for example, increased performance over enhanced functionality. The source of the requirement is not missing. Lelpful References Wiegers, K., Software Requirements, Microsoft Press, 1999. Sommerville, I, Software Engineering, 6th ed., Addison-Wesley, 2001.	I and II only INCORRECT	
Several pieces of information are used to evaluate a proposal to change a given requirement. The priority of the proposed change reflects the importance or criticality of the request. In most prioritization schemes, a priority 1 change identifies a safety or security haard and takes precedence over all other changes, whereas a priority 4 or 5 change is 'nice' to have.'' Priority is a key piece of information ended to make the yes/no decision and allocate the requirement to a impact analysis; it is the key to identifying all affected components. Other information needed to evaluate a change request might induce therical feasibility/risk or analysis of alignment with the project's objectives and resource constraints. It is unlikely that the requirement type alone will have a great impact, although business objectives might favor, for example, increased performance over enhanced functionality. The source of the requirement is not missing. Helpful References Wegers, K, Software Requirements, Microsoft Press, 1999. Sommerville, 1, Software Engineering, 6th ed., Addison-Wesley, 2001. *	EXPLANATION	
Wiegers, K., Software Requirements, Microsoft Press, 1999. Sommerville, I, Software Engineering, 6th ed., Addison-Wesley, 2001.	Several pieces of information are used to evaluate a pro- criticality of the request. In most prioritization schemes, whereas a priority 4 or 5 change is "nice to have." Priori specific release or software version. In addition, the così impact analysis; it is the key to identifying all affected co analysis of alignment with the project's objectives and re objectives might favor, for example, increased performance bandut Bofenance.	oposal to change a given requirement. The priority of the proposed change reflects the importance or a priority 1 change identifies a safety or security hazard and takes precedence over all other changes, ty is a key piece of information needed to make the yes/no decision and allocate the requirement to a tand schedule impact of the requested change is key information. Traceability information contributes to imponents. Other information needed to evaluate a change request might include technical feasibility/risk or esource constraints. It is unlikely that the requirement type alone will have a great impact, although business ance over enhanced functionality. The source of the requirement is not missing.
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QUESTION 20 A design team is working on the design of a payroll system. The system is being revised to accommodate new features that the customer desires. Previous versions of the design were not well documented, and the team is taking advantage of the current version to document the new design.

Analysis of the previous design noted that functions were grouped into modules in a haphazard way. This design property is BEST described as:

YOUR ANSWER: Coincidental cohesion

CORRECT

EXPLANATION

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Glossary

CSDA	The Certified Software Development Associate (CSDA) credential is intended for graduating software engineers and entry-level software professionals, and it serves to bridge the gap between educational experience and real-world work requirements.
Exam	Exam refers to the 4-hour test administered by the IEEE at a test center.
IEEE	The Institute of Electrical and Electronics Engineers (IEEE, read I-Triple-E) is a non- profit professional association headquartered in New York City that is dedicated to advancing technological innovation and excellence. It has more than 400,000 members in more than 160 countries, about 55% of whom reside in the United States.
Question	A Question is a single item that contains a description, a problem and four possible answers, which the test taker must select. Each Question is also assigned a weighted value, depending on the value assigned for the section with which the Question deals.
Score	A score on a Test is based on a weighted average of correctly answered questions based on the weight assigned to the Section in which the question is derived. The formula for the score is calculated by adding the weights of all correctly answered questions and dividing it by the added weights of all questions. The answer is then multiplied by 100 to return a percentage.
Section	Sections and their weights are derived from sections within the SWEBOK, and their importance/weight within the CSDA exam administered by the IEEE. The sections and their weights are: • Software Requirements: 15 • Software Design: 23 • Software Construction: 11 • Software Construction: 11 • Software Testing: 16 • Software Maintenance: 4 • Software Configuration Management: 4 • Software Engineering Management: 11 • Software Engineering Process: 3 • Software Engineering Tools and Methods: 3 • Software Quality: 7 • Business Practices and Engineering Economics: 3

SWEBOK	 The Software Engineering Body of Knowledge (SWEBOK) docume nts the consensus on the structure of the relevant software engineering knowledge area. The purposes of the SWEBOK Guide are: to characterize the contents of the software engineering discipline; to promote a consistent view of software engineering worldwide; to clarify the place of, and set the boundary of, software engineering with respect to other disciplines; to provide a foundation for training materials and curriculum development; and to provide a basis for certification and licensing of software engineers.
Test	A Test is displayed to a test taker, and it is comprised of 20 practice questions. Once the test taker completes and submits a Test for evaluation, a weighted score is displayed and an explanation for each incorrectly answered question.
Test taker	A user type that wants to take the CSDA Practice Test.