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QUESTION 1
Which of the following is a second step in Systems Design Life Cycle?

A. Feasibility Study
B. Systems Analysis
C. Specifications
D. Training

Answer: B
Explanation:
Systems analysis is the second step in the Systems Design Life Cycle (SDLC), which is a process for planning, creating, testing, and deploying an information system. Systems analysis involves gathering and analyzing the requirements of the system, such as the user needs, the business objectives, and the functional specifications. Systems analysis also involves modeling the system using various techniques, such as data flow diagrams, entity-relationship diagrams, and use case diagrams. Systems analysis helps to define the scope and boundaries of the system, as well as the inputs, outputs, processes, and data structures. Systems analysis is essential for ensuring that the system design meets the expectations and needs of the stakeholders.

QUESTION 2
Which of the following is a sixth step in Systems Design Life Cycle?

A. Training
B. Installation
C. Operations
D. Building

Answer: B
Explanation:
The installation stage is the sixth and final stage of the SDLC, where the system is deployed to the target environment and made available to the end users. This stage involves activities such as hardware and software installation, configuration, data migration, user training, and documentation. The installation stage ensures that the system is functional, secure, and meets the user expectations.

QUESTION 3
Which of the following is a ninth step in Systems Design Life Cycle?

A. Conversion
B. Building
C. System Analysis
D. Operations

Answer: A
Explanation:
Conversion is the process of changing the existing system to the new system. It involves transferring data, installing hardware and software, training users, and decommissioning the old system. Conversion is the ninth step in the Systems Design Life Cycle, according to the CITM study guide.

QUESTION 4
Which model extends the waterfall approach by recognizing the different cycles?

A. Binding Model
B. Scrum Model
C. Six Sigma Model
D. Spiral Model

Answer: D
Explanation:
The spiral model is a software development lifecycle model that extends the waterfall approach by recognizing the different cycles of planning, risk analysis, engineering, and evaluation. The spiral model allows for iterative and incremental development, where each cycle produces a prototype or a deliverable that can be evaluated by the customer and the project team. The spiral model also incorporates risk management throughout the project, as each cycle involves identifying and resolving potential risks before proceeding to the next cycle. The spiral model is suitable for large, complex, and uncertain projects that require frequent feedback and adaptation.

QUESTION 5
How many techniques are available to the design team for collecting data?

A. Three
B. Four
C. Five
D. Six

Answer: C
Explanation:
According to the CITM course outline, there are five data collection techniques that are commonly used in business analytics. They are:
Observations: This technique involves watching and recording the behavior, actions, or events of interest. Observations can be either direct or indirect, structured or unstructured, participant or non- participant.
Interviews: This technique involves asking questions to individuals or groups of people who have relevant knowledge or experience on the topic. Interviews can be either structured, semi-structured, or unstructured, depending on the level of flexibility and standardization of the questions.
Surveys: This technique involves administering a set of questions to a sample of respondents who represent the population of interest. Surveys can be either quantitative or qualitative, depending on the type and scale of the questions.
Focus groups: This technique involves gathering a small group of people who share some common characteristics or opinions on the topic and facilitating a discussion among them. Focus groups can be used to explore attitudes, perceptions, feelings, or preferences of the participants.
Documents: This technique involves reviewing and analyzing existing documents or records that are relevant to the topic. Documents can be either primary or secondary, depending on the source and authenticity of the information.

QUESTION 6
Which User-Oriented Design technique allows the systems analyst to spend a great deal of time others?

A. Brainstorming

B. Interviews
C. Presentations
D. Seminars

Answer: B
Explanation:
Interviews are a user-oriented design technique that allows the systems analyst to spend a great deal of time with the users, understanding their needs, preferences, expectations, and problems. Interviews can be structured, semi-structured, or unstructured, depending on the level of flexibility and depth required. Interviews can provide rich and detailed insights into the users' context, goals, tasks, and pain points, as well as their feedback and suggestions for improvement. Interviews can also help to establish rapport and trust between the systems analyst and the users, which can facilitate the design process and user acceptance.

QUESTION 7
In object-oriented approach, program consists of interrelated classes of objects.

A. True
B. False

Answer: A
Explanation:
In object-oriented approach, a program is composed of classes and objects that interact with each other through messages. A class is a blueprint that defines the attributes and behaviors of a group of similar objects. An object is an instance of a class that has its own state and can perform actions defined by the class. Objects can be related to each other through different types of relationships, such as inheritance, association, aggregation, and composition. Object-oriented approach aims to model the real-world entities and problems in terms of objects and their interactions, making the program more modular, reusable, and maintainable.

QUESTION 8
Which methodology is based on the notation of functions; programs consist of modules to meet functional requirements?

A. Structured Approach
B. Model Approach
C. Object-Oriented Approach
D. Transnational Approach

Answer: A
Explanation:
The Structured Approach is a methodology that is based on the notation of functions; programs consist of modules to meet functional requirements. The Structured Approach focuses on the processes involved in a software system, modeling them as a series of connected steps. It follows a top-down approach, breaking down complex systems into smaller, simpler parts that can be more easily understood. It also focuses on the data that a software system manipulates, modeling it as data flows between processes. It emphasizes the functional decomposition of a software system into smaller, independent functions.

QUESTION 9
How many steps are involved to undertake an object-oriented analysis?

A. Three
B. Four
C. Five
D. Six

Answer: C
Explanation:
Object-oriented analysis (OOA) is the first technical activity performed as part of object-oriented software engineering. OOA involves modeling the problem domain using objects and their interactions. According to the CITM study guide, there are five steps involved to undertake an object- oriented analysis:
Find and define the objects
Organize the objects
Describe how the objects interact with one another
Define the external behavior of the objects
Define the internal behavior of the objects

QUESTION 10
True or False: Step three (3) in undertaking of object-oriented analysis defines the methods.

A. True
B. False

Answer: B
Explanation:
Step three (3) in undertaking of object-oriented analysis does not define the methods, but rather identifies the states of each object and the events that affect them. Methods are defined in step four (4), which is the object-oriented design phase. Methods are the operations or functions that an object can perform to achieve its objectives or respond to events.

QUESTION 11
_____ is a representation of some real-world thing and a number of specific instances of that thing.

A. Classes
B. Procedures
C. Object
D. Links

Answer: A
Explanation:
Classes are a representation of some real-world thing and a number of specific instances of that thing. Classes define the common characteristics and behaviors of a group of objects, such as properties, methods, and events. Objects are individual instances of classes that can have different values for the properties and variables defined by the class. Procedures are blocks of code that perform a specific task or function. Links are connections between objects that allow communication and interaction.

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