

34 Lecture - CS504

Important Mcqs

Question: What does portability in software development refer to? a) The ability of software to be easily distributed on physical media. b) The ease of deploying software on cloud-based platforms. c) The ability of software to run on different platforms without modification. d) The use of portable devices for software development. **Solution: c**

Question: Why is portability important in software development? a) It ensures software runs only on specific platforms, enhancing security. b) It reduces software distribution costs by limiting compatibility options. c) It allows software to reach a broader audience on various platforms. d) It simplifies code complexity and improves performance. **Solution: c**

Question: What is the primary benefit of writing portable code? a) Faster execution of the code on specific platforms. b) Better integration with hardware-specific features. c) Wider usability across different operating systems and architectures. d) Enhanced resistance to security vulnerabilities. **Solution: c**

Question: Which of the following is a characteristic of portable software? a) It requires extensive modification to run on different platforms. b) It is highly dependent on specific hardware features. c) It can be executed without any changes on various platforms. d) It is primarily designed for a single operating system. **Solution: c**

Question: How can using platform-specific libraries impact software portability? a) It enhances software compatibility across different platforms. b) It improves software performance on all platforms. c) It reduces the need for testing and validation on different systems. d) It reduces software portability, as it ties the code to specific platforms. **Solution: d**

Question: What is the role of abstraction in achieving software portability? a) Abstraction increases hardware dependencies, improving performance. b) Abstraction simplifies code and eliminates the need for testing. c) Abstraction provides a consistent interface to hide platform-specific details. d) Abstraction is unnecessary for portable software. **Solution: c**

Question: How does virtualization contribute to software portability? a) Virtualization enables software to run directly on the hardware. b) Virtualization allows software to run only on specific platforms. c) Virtualization creates a layer of abstraction, enabling software to run on different platforms. d) Virtualization is not related to software portability. **Solution: c**

Question: Which software development approach promotes portability? a) Writing platform-specific code to optimize performance. b) Adopting platform-specific features for a better user experience. c) Utilizing cross-platform frameworks and libraries. d) Focusing on single-platform development for faster release cycles. **Solution: c**

Question: How can software testing aid in ensuring portability? a) Testing is not related to software portability. b) Extensive testing helps identify and fix platform-specific issues. c) Testing is only relevant for cloud-based software. d) Testing can reduce the need for software portability. **Solution: b**

Question: What is the potential drawback of prioritizing platform-specific optimizations over portability? a) Improved software performance on all platforms. b) Increased development time and costs due to platform adaptations. c) Enhanced code readability and maintainability. d) It has no impact on software distribution and user base. **Solution: b**