

# IREB Examination

## Certified Professional for Requirements Engineering

### Requirements Elicitation

- Practitioner -

## Practice Exam

Questionnaire:	Set_Public
Release date:	15.02.2024
Syllabus:	Requirements Elicitation 3.1

Passed

Failed

Total number of points

## **Explanation of the practice exam**

This practice exam provides an example of an actual CPRE Requirements Elicitation – Practitioner – exam. It can be used when preparing for the actual exam.

If you want to use this practice exam under realistic conditions, print out the exam and answer the questions without means such as training materials or books within a limit of 37 minutes. Make sure that you encounter as little disturbance as possible when answering the questions.

In order to pass this exam, just like in an actual examination, a mark of 70.00 percent must be achieved. This is 22.40 points out of a maximum 32 possible points for the practice exam at hand.

## **Evaluation of the results**

In the document "Answers to the practice exam EN", you will find the correct answers. To determine the number of points you have achieved, please use the Excel sheet "CorrectionAidForThePracticeExam EN".

## **Terms of use**

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# 1 A framework for structuring and managing requirements elicitation and conflict resolution

1. Which of the following statements is **not** an objective of requirements elicitation and conflict resolution? (1 answer) A5AP101  
1 Point  
v2.0.0  
EU 1.1
- The objective of requirements elicitation and conflict resolution is ...

<input type="checkbox"/>	A) ... understanding the stakeholders' desires and needs.	<input type="checkbox"/>
<input type="checkbox"/>	B) ... applying appropriate techniques.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	C) ... knowing the relevant requirements.	<input type="checkbox"/>
<input type="checkbox"/>	D) ... achieving a consensus among the stakeholders about these requirements.	<input type="checkbox"/>

2. In the planning of an elicitation activity for a ticketing system, the relevant elements are to be described by five aspects. A5KP102  
2 Points  
v2.0.0  
EU 1.3
- Which of the following statements related to the planning of an elicitation activity are correct examples of these aspects and which are incorrect examples?

Correct example	Incorrect example		
<input type="checkbox"/>	<input type="checkbox"/>	A) We want to determine the flow of activities involved in buying a ticket.	<input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) 5 senior employees of the ticketing bureau will be selected at random to provide this information.	<input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) We will perform interviews with them at their own location.	<input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) If there are differences in opinion between them, we will ask the management to decide.	<input type="checkbox"/> <input checked="" type="checkbox"/>

## 2 Requirements sources

3. The stakeholder table is a tool for stakeholder relationship management. Which two of the following statements about the stakeholder table are most accurate? (2 answers) A5AP201  
1 Point  
v2.0.0  
EU 2.2

<input type="checkbox"/>	A) Bandler and Grinder's model should be used to classify stakeholders in an appropriate way.	<input type="checkbox"/>
<input type="checkbox"/>	B) Stakeholder information should be documented and maintained in every project.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	C) The stakeholder table is highly confidential and may only be disclosed to the project's core team.	<input type="checkbox"/>
<input type="checkbox"/>	D) A stakeholder table is a typical result of an information-focused elicitation activity.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) A stakeholder table contains stakeholder groups or roles. Due to data protection reasons, names of individual stakeholders should be avoided	<input type="checkbox"/>

4. When identifying stakeholders pragmatically, the requirements engineer... (2 answers) A5PP202  
1 Point  
v2.0.0  
EU 2.2.1

<input type="checkbox"/>	A) ... uses their experience in the project context.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	B) ... uses check lists of typical stakeholder groups and roles.	<input type="checkbox"/>
<input type="checkbox"/>	C) ... uses organizational structures.	<input type="checkbox"/>
<input type="checkbox"/>	D) ... reuses existing stakeholder documentation.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) ... uses product lifecycle analysis.	<input type="checkbox"/>

5. Decide whether these statements on stakeholder documentation are true or whether they are false:

A5KP203  
1 Point  
v2.0.0  
EU 2.2.3

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) Data protection legislation requires to destroy all stakeholder documentation three months after go live.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Mind maps can be used for stakeholder documentation.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) Agile projects do not require stakeholder documentation.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) "Area of expertise" is a suitable attribute for stakeholder documentation.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

6. Why is the user a primary stakeholder? Select the most important reason. (1 answer)

A5AP204  
1 Point  
v2.0.0  
EU 2.2.4

<input type="checkbox"/>	A) Users of interactive systems are very demanding.	<input type="checkbox"/>
<input type="checkbox"/>	B) Users for non-interactive systems are hard to reach.	<input type="checkbox"/>
<input type="checkbox"/>	C) Users of interactive systems are very easily available.	<input type="checkbox"/>
<input type="checkbox"/>	D) Users are directly affected by interactive systems.	<input checked="" type="checkbox"/>

7. Which of the following two statements on documents as requirements sources are correct? (2 answers)

A5PP205  
1 Point  
v2.0.0  
EU 2.3

<input type="checkbox"/>	A) UML models are not suitable as requirements sources.	<input type="checkbox"/>
<input type="checkbox"/>	B) Business process documentation may contain relevant requirements.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	C) Interface documentation has limited value as requirements source.	<input type="checkbox"/>
<input type="checkbox"/>	D) Systems engineering projects typically have few documents as requirements sources.	<input type="checkbox"/>
<input type="checkbox"/>	E) Availability, size, age and relevance of a document influence its value as a requirements source.	<input checked="" type="checkbox"/>

### 3 Elicitation Techniques

8. Which two of the following statements about the questioning technique "interview" are correct? (2 answers)

A5PP301  
1 Point  
v2.0.0  
EU 3.1.1

<input type="checkbox"/>	A) Non-verbal communication should be avoided as it may confuse the note-taker.	<input type="checkbox"/>
<input type="checkbox"/>	B) The note-taker may not interrupt the interviewer during the interview.	<input type="checkbox"/>
<input type="checkbox"/>	C) The interviewer should prepare all questions to be asked in the interview upfront.	<input type="checkbox"/>
<input type="checkbox"/>	D) During the interview the interviewer should be remembering, gentle and steering.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) Part of the preparation of the note-taker is to understand the interview guide and know important terms of the domain.	<input checked="" type="checkbox"/>

9. Which two of the following statements **are wrong** regarding the application of observation techniques? (2 answers)

A5PP302  
2 Points  
v2.0.0  
EU 3.1.2

<input type="checkbox"/>	A) Beware of the note taker's observation bias.	<input type="checkbox"/>
<input type="checkbox"/>	B) Beware of the observer's lack of blinding bias.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	C) Beware of the investigators' simplification bias.	<input type="checkbox"/>
<input type="checkbox"/>	D) It is important to know the distinction between open-ended and closed-ended questions.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) The quality result definition should include whether qualitative or quantitative data should be elicited.	<input type="checkbox"/>

10. Which of the following statements on reuse of requirements are true and which are false?

A5KP303  
2 Points  
v2.0.0  
EU 3.1.3

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) In case of product lines requirements reuse is quite uncommon.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Only similar systems qualify for requirements reuse.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) Reuse of requirements has three aspects: the elicitation aspect, the documentation aspect and the requirements management aspect.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Requirements reuse may hinder new creative ideas.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

11. Which of the following is **not** a rule for brainstorming in Requirements Engineering? (1 answer)

A5AP304  
1 Point  
v2.0.0  
EU 3.2.1

<input type="checkbox"/>	A) Taking and combining expressed ideas is allowed and desired.	<input type="checkbox"/>
<input type="checkbox"/>	B) Stop the brainstorming as soon as enough ideas have been created.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	C) Questions for clarification are allowed.	<input type="checkbox"/>
<input type="checkbox"/>	D) Free association and visionary thinking are explicitly desired.	<input type="checkbox"/>

12. T.Z. Warfel describes eight guiding principles for the use of prototyping:

A5KP305  
1 Point  
v2.0.0  
EU 3.2.3

- Understand your audience and intent
- Plan a little – prototype the rest
- Set expectations
- You can sketch
- It’s a prototype – not the Mona Lisa
- If you can’t make it, fake it
- Prototype only what you need
- Reduce risk – early and often

Decide whether the following statements on prototyping are true or whether they are false:

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) A sketched prototype is better than a programmed prototype.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Expectations of stakeholders might be disappointed by a paper and pencil prototype.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) You have to understand your audience and its intent to avoid the prototyping trauma.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Prototyping helps to reduce risk by exploring solutions and learning from feedbacks about them.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

13. Decide whether the following statements on scenarios and storyboards are true or whether they are false:

A5KP306  
2 Points  
v2.0.0  
EU 3.2.4

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) A storyboard is a textual representation of a specific instance of moving through a use case.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Scenarios and use cases typically have a N:1 relationship.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) Scenarios focus on the happy cases whereas storyboards demonstrate negative cases and misuses of the system.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Scenarios are mainly used in later project phases.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

14. Decide whether these statements on thinking in terms of problems and goals are true or whether they are false:

A5KP307  
2 Points  
v2.0.0  
EU 3.3.2

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) Thinking in terms of problems and goals is a skillset.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) The solution is always related to a problem and a goal.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) A problem of stakeholder A can be a solution for stakeholder B.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Thinking in terms of problems and goals may also help you in identifying and solving requirements conflicts.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

15. Which two of the following statements about thinking in terms of models are correct? (2 answers)

A5PP308  
2 Points  
v2.0.0  
EU 3.3.4

<input type="checkbox"/>	A) In general, the UML state diagram is much less suited as a thinking tool than a class diagram.	<input type="checkbox"/>
<input type="checkbox"/>	B) Developing a model together with the stakeholder is an implicit use of the model as a thinking tool.	<input type="checkbox"/>
<input type="checkbox"/>	C) Models as a thinking tool help to structure the elicitation process.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	D) Asking a question that was derived from a model the requirements engineer used for interview preparation is an explicit use of the model as a thinking tool.	<input type="checkbox"/>
<input type="checkbox"/>	E) Information that does not fit into a selected modelling notation does not compromise the thinking in terms of models.	<input checked="" type="checkbox"/>

16. Which of the following statements about "mind mapping" are true and which are false?

A5KP309  
1 Point  
v2.0.0  
EU 3.3.5

True	False			
<input type="checkbox"/>	<input type="checkbox"/>	A) Mind mapping is a linear or lateral representation technique and serves as a thinking tool for requirements elicitation.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Information on the branches of a mind map should be formulated as complete sentences or using a requirements template to give verifiable information.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) Mind mapping is a suitable technique to document a meeting or workshop (minutes).	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) The subject of attention is crystallized in a central image of the mind map.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

## 4 Conflict resolution

17. In many projects, conflicts arise during the elicitation of requirements. However, these conflicts may be hidden and thus difficult to recognize. Which two of the following behaviors are common indicators of a hidden requirements conflict? (2 answers)

A5PP401  
2 Points  
v2.0.0  
EU 4.1

<input type="checkbox"/>	A) Denial	<input checked="" type="checkbox"/>
<input type="checkbox"/>	B) Costs overrun	<input type="checkbox"/>
<input type="checkbox"/>	C) Management involvement	<input type="checkbox"/>
<input type="checkbox"/>	D) Concealment	<input checked="" type="checkbox"/>
<input type="checkbox"/>	E) Disagreement	<input type="checkbox"/>

18. Several characteristics can be recognized regarding a requirements conflict, e.g., type of conflict, subject matter and affected requirements. Which one of the following aspects is often used as another characteristic? (1 answer)

A5AP402  
2 Points  
v2.0.0  
EU 4.2

<input type="checkbox"/>	A) Chosen resolution technique	<input type="checkbox"/>
<input type="checkbox"/>	B) Potential alternatives	<input type="checkbox"/>
<input type="checkbox"/>	C) History of the conflict	<input checked="" type="checkbox"/>
<input type="checkbox"/>	D) Involved software components	<input type="checkbox"/>

## 5 Skills of the Requirements Engineer

19. It is widely recognized that, apart from the basic skill set of requirements engineering concepts and techniques, a Requirements Engineer must also possess a number of soft skills to be successful.

A5KP501  
1 Point  
v2.0.0  
EU 5.1

Which of the following skills are typically relevant soft skills for a Requirements Engineer and which are not relevant?

Relevant	Not relevant			
<input type="checkbox"/>	<input type="checkbox"/>	A) Flexibility	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	B) Accountability	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	C) Responsibility	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	D) Neutrality	<input checked="" type="checkbox"/>	<input type="checkbox"/>

20. The Shannon–Weaver model has laid a solid foundation for all communication theory.

A5PP502  
1 Point  
v2.0.0  
EU 5.2

Which two of the following concepts are part of this model? (2 answers)

<input type="checkbox"/>	A) Self-revelation	<input type="checkbox"/>
<input type="checkbox"/>	B) Shared experience	<input type="checkbox"/>
<input type="checkbox"/>	C) Noise	<input checked="" type="checkbox"/>
<input type="checkbox"/>	D) Interpretation	<input type="checkbox"/>
<input type="checkbox"/>	E) Channel	<input checked="" type="checkbox"/>

21. A Requirements Engineer has organized a presentation to summarize her findings for a group of developers and end users. During the Q&A at the end of her presentation she learns that most of the developers did not fully understand her main message. A5AP503  
2 Points  
v2.0.0  
EU 5.2

Which one of the following arguments most probably has been the reason why her communication was not successful? (1 answer)

<input type="checkbox"/>	A) She did not properly encode her message.	<input type="checkbox"/>
<input type="checkbox"/>	B) She used the wrong channel to transmit her message.	<input type="checkbox"/>
<input type="checkbox"/>	C) She had not checked whether all participants share a relevant area of experience with her.	<input checked="" type="checkbox"/>
<input type="checkbox"/>	D) She did not pay enough attention to feedback from the audience.	<input type="checkbox"/>

22. The basis for improvement is self-reflection. Several types of self-reflection are relevant for a Requirements Engineer. A5AP504  
2 Points  
v2.0.0  
EU 5.3
- Which one of the following types is **not** commonly recognized as a relevant type of reflection? (1 answer)

<input type="checkbox"/>	A) Prospective reflection	<input type="checkbox"/>
<input type="checkbox"/>	B) Retrospective reflection	<input type="checkbox"/>
<input type="checkbox"/>	C) Accompanying reflection	<input type="checkbox"/>
<input type="checkbox"/>	D) Endogenous reflection	<input checked="" type="checkbox"/>