

Name: \_\_\_\_\_

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Do your own work. If a question is not clear state whatever assumptions you make when answering it.

1. (a) Approximately how much effort goes into the software product before, during, and after coding?  
(b) What are the differences between disposable and evolutionary prototypes?

2. (a) What is the difference between decomposability and composability during design?  
(b) Describe the process of making a change to a software configuration item in a baseline.





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7. (a) What is a good process model for doing user-interface design? Describe why by comparing it to another process model.
- (b) During user interface design what is the difference between the system perception, system image, and design models.

8. (a) How is software different from physical products?
- (b) How does the number of bugs found in a program change over time and why?

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9. (a) What are the advantages of reactive risk management and proactive risk management?  
(b) Describe the parts of RMMM. Is it a reactive or proactive risk strategy?

10. (a) What is the difference between horizontal and vertical partitioning?  
(b) Why should elements of the design be traceable to the requirements?