Assignment 02 – Due on 09/13/18, 1.00pm

Question 1

A software architecture is most useful when "programming in the large" or "programming in the small"? Why?

Question 2

How does a layered pattern make use of abstraction and encapsulation? What is a strictly layered pattern, provide an example of its usage.

Question 3

Provide definition and examples of "stakeholders" of a software system. How do they influence an architect? What skills are desirable for an architect to be successful?

Question 4

What is a quality attribute workshop? Briefly list the various steps used in this method.

Question 5

Textbook Page 60, 3.10 Discussion Question # 2.

Question 6

Textbook Page 60, 3.10 Discussion Question # 4.