

1. Test Coverage:

Test coverage refers to the extent to which a software application or system has been tested in terms of the code and functionality that have been exercised by test cases. It is typically expressed as a percentage and helps measure the effectiveness of testing efforts.

2. Change Request:

A change request is a formal request made to modify or add new features, functions, or requirements to an existing software project. It is a documented way to introduce changes to the project scope, and it often undergoes a review and approval process.

3. Depth in Tree (DIT):

Depth in Tree (DIT) is a metric used in software engineering to measure the depth of inheritance in a class hierarchy or object-oriented software system. It indicates how many levels of inheritance exist between a particular class and the root of the inheritance tree.

4. Failure Characteristics:

Failure characteristics refer to the specific patterns or behaviors exhibited by a software system or component when it encounters defects or failures. Understanding these characteristics helps in diagnosing and troubleshooting issues.

5. Mean Time Between Failures (MTBF):

Mean Time Between Failures (MTBF) is a reliability metric used to measure the average time elapsed between two consecutive failures of a system or component. It is commonly used to assess the reliability and availability of a system.

6. Availability:

Availability is a measure of the readiness and accessibility of a software system or service for use. It is typically expressed as a percentage and is used to evaluate the system's uptime and reliability.

7. Predictability:

Predictability in software development refers to the ability to forecast and anticipate the outcome of various project activities, such as estimating project timelines, budgets, and resource allocation. It is essential for effective project management.

8. Project Measures:

Project measures are metrics and indicators used to assess and monitor the progress, quality, and performance of a software development project. These measures help project managers make informed decisions and track project health.

9. Software Design:

Software design is the process of creating a plan or blueprint for a software system. It involves defining the system's architecture, components, modules, interfaces, and data structures to meet the specified requirements effectively.

10. Design Strategies:

Design strategies in software development refer to the overarching approaches, principles, and methodologies used to guide the design process. These strategies help ensure that the software system is well-structured, maintainable, and scalable while meeting its intended purpose. Common design strategies include object-oriented design, modular design, and design patterns.