1. Number of Parameters (avg/max per method)
2. These objects could be put into a structure for a better logical way to hand them off and track them
3. Yes, this maxes out at 7 inputs per method
4. The first if, the else, and the if inside the else
   1. (backOffMillis = 0)
   2. (backOffMillis = 2, capMillis = 10)
   3. (backOffMillis = 5, capMillis = 6)
      1. B and C before the \*= 2
5. 1. Afferent Couplings are the number of thinks that rely on it
   2. Efferent Couplings are the number of packages or stuff the class needs
   3. They can give us a measure of the overall Coupling structure of the project. The more classes that have large quantities of both can tell us when there is a problem. Having a class with high Afferent Coupling but low Effernet Coupling could tell us if a class is a backbone class
6. 0.277
7. 0.3922
8. 0.58