1. What are the characteristics of a good software?
2. Maintainability. This refers to the ease with which the modifications can be in a software system to extend its functionality, improve performance or correct errors.
3. Usability. Refers to the extent to which the software can be used with ease or the amount of effort required to learn how to use the software should be to a minimal amount of time or period
4. Efficiency. Refers to the ability of a software to use the system resource in the most effective and efficient manner. The software should make effective use of storage space and execute commands as per required.
5. Reliability. A set of attributes that bear on the capability of software to maintain its level of performance under stated conditions for a stated period of time.
6. Functionality. It refers to the degree of performance of the software for its intended purpose
7. Portability. The ability of a software to be transferred from one environment to another with or without minimum change.
8. Robust and integrity. Robust refers to the degree to which a software can keep functioning despite being provided with invalid data. Whereas integrity, refers to the degree to which unauthorized access to the software can be prevented.
9. Briefly describe 3 criticisms of the unified modeling language.
10. UML is not a method. It is only a visualization tool
11. UML is complicated. People who are not familiar with programming find it difficult to learn it
12. UML does not state which concepts are to be used in the analysis phase and design implementation.
13. UML model only describes what a system is supposed to do. It doesn't tell  how to implement the system.
14. What are the problems that can arise in an implementation that lacks polymorphism?
15. Briefly describe 3 criticisms offered with respect to the use of UML
16. Draw a UML diagram that supports the following scenerios:
17. What is an extension point in a use case diagram? Illustrate the discussion with a diagram
18. Draw a UML diagram the reflects the following code fragment.

Class Order…

Public OrderLine getLineItem(Product aProduct);

Public void addLineItem(Number amount, Product forProduct);