**Short Questions:**

**1.** The stage in software development focused on creating a plan or blueprint for the system, addressing architecture, components, and interfaces.

**2.** Identifying specific attributes like performance, reliability, and usability that the software must meet.

**3.** It measures quantity, not quality; high coverage doesn't guarantee the absence of defects or functional correctness.

**4.** The ability to track and link requirements throughout the software lifecycle to ensure they are fulfilled.

**5.** The process of defining the architecture, components, modules, and interfaces for a software system.

**6.** A framework to define goals, generate questions, and select metrics to evaluate software processes or products.

**7.** Metrics related to organizational performance, such as productivity, defect rates, or customer satisfaction.

**8.** A measure of how closely related and focused the elements of a software module are.

**9.** The period during which a system is unavailable, affecting reliability and user satisfaction.

**10.** A metric in object-oriented design representing the inheritance depth of a class in a hierarchy, affecting complexity and reusability.