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UTAustinX: UT.6.01x Embedded Systems - Shape the World

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DEFINITIONS (6/6 points)

Please match the following terms with the letter of their appropriate definitions.

requirements document

C

Answer: C

A. A measure of how fast the program executes.

data flow graph

F

Answer: F

B. A measure of program size, which is number of memory bytes required.

call graph

E

Answer: E

C. A formal description of what the system will do in a very complete way, but not including how it will be done. It should be unambiguous, complete, verifiable, and modifiable.

dynamic efficiency

A

Answer: A

D. A programmer/engineer who will use our software and/or hardware. This is typically not the end-user of the final system rather it is another engineer who will integrate our software and/or hardware into a larger system.

static efficiency

B

Answer: B

E. A graphical way to define how the software/hardware modules interconnect. If a function in module A invokes a function in module B, then there is an arrow from A to B.

client

D

Answer: D

F. A block diagram of the system, showing the flow of information.

> **EXPLANATION**

[Check] [Hide Answer(s)]

PROGRAMMING CONSTRUCTS (1/1 point)

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Which of the following programming constructs can be used to execute a task ten times?

○ for

○ do while

○ while

⊙ all of the above ✔

EXPLANATION

Check   Hide Answer(s)

DEBUGGING (3/3 points)

Match the following debugging terms with the letter of their appropriate definition.

breakpoint

C

Answer: C

A. The process of specifying all the inputs so the system can be run over and over yielding outputs that are consistently repeatable.

functional debugging

B

Answer: B

B. The process of detecting, locating, or correcting functional and logical errors in a program.

stabilize

A

Answer: A

C. The place where a break is inserted, the time when a break is encountered, or the time period when a break is active.

EXPLANATION

Check   Hide Answer(s)

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