**Reading 1: Design And Quality Attributes**

**What is one thing that was CLEAR about this reading?**

The concepts in this reading were generally straightforward and easy to comprehend. In particular, Mayall’s general laws of design were explained in detail, which made it easier to grasp the 10 distinct laws and their relevance to software design.

**What is one thing that was MUDDY about this reading?**

While I could understand the perspectives of different designers regarding the essential quality attributes in software design, I found myself wondering which of the three sets of quality attributes are most commonly accepted and implemented in leading industries. This lack of clarity left me curious about how these attributes are prioritized in real-world applications.

**What is one thing that was INSIGHTFUL about this reading?**

Although concepts like Waterfall, Iterative, and Agile methodologies are well-covered in undergraduate courses and professional training, the idea of Model-Driven Development (MDD) was new to me. This approach offers an intriguing perspective on software development and raises questions about its adoption and prevalence in various industries.