a) Efficienty — time + space

User-friendly.

understandable.

Security.

~~I think.~~

Efficiency. is time+space.

User-friendly: User-can use it easily

understandable: it is all about ~~to~~ improve

so ~~peop~~ programmers can find the errors quickly

they are important because a software system is to provide service to users. and.

as programmer we should check everything

is understandable.

b) CASE tools stand for Computer Aided Software Engineering. it is basically ~~to~~ many the process like requirements → Design → implementation → verification → maintance

~~to~~ many these instructions the software developer can manage the process better.

c
4) Analysis effort method: it is the method from input SFC.

pros very fast and convienient

cons: not flexible

(2) parametric Estimating: it is a branch of statics. pros: very accurate theoretically
cons: very complicated

(3) IKT method
: evaluate complexity and cost.
pros: accurate
cons: Time consuming.

(4) MBCE: use a Unique model Base. cost engineering technology.
pros: accurate
cons: complicated

b)

First generations : machine language
very fast but not understandable

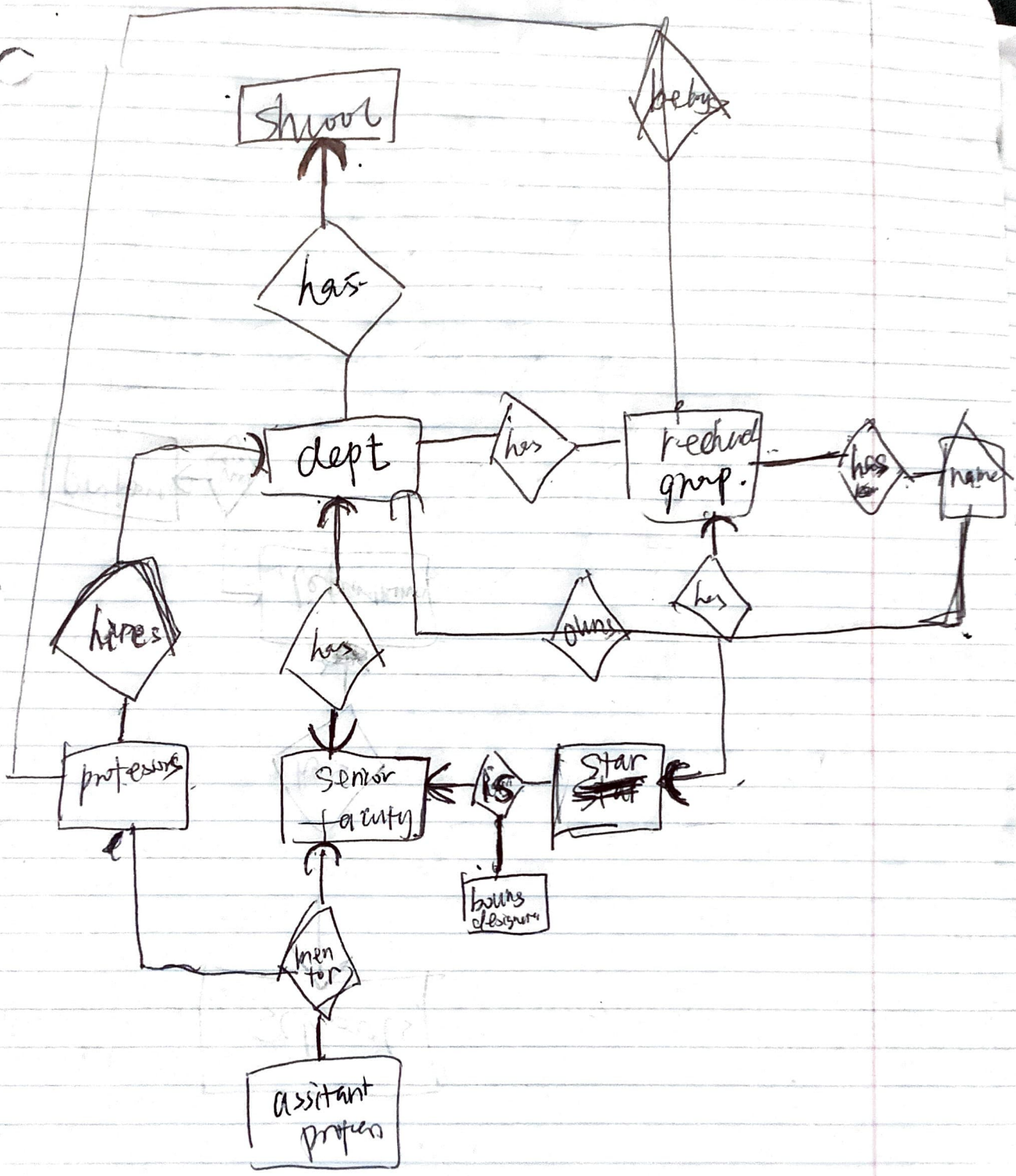
Second Generation:
Assembly - it is little further from binary
So this is like ADD AX, 01.
it is more understandble, small size
but need assemble.

Third condition
procedure - mathematicians found out
that coding PL can be Turing machine
equavalent.

Fourth generation something like. OO and SQL

using OO you can use creat modes easy
abstraction easy data analysis but
the most important is because of inheritance

using SQL follows functional programing.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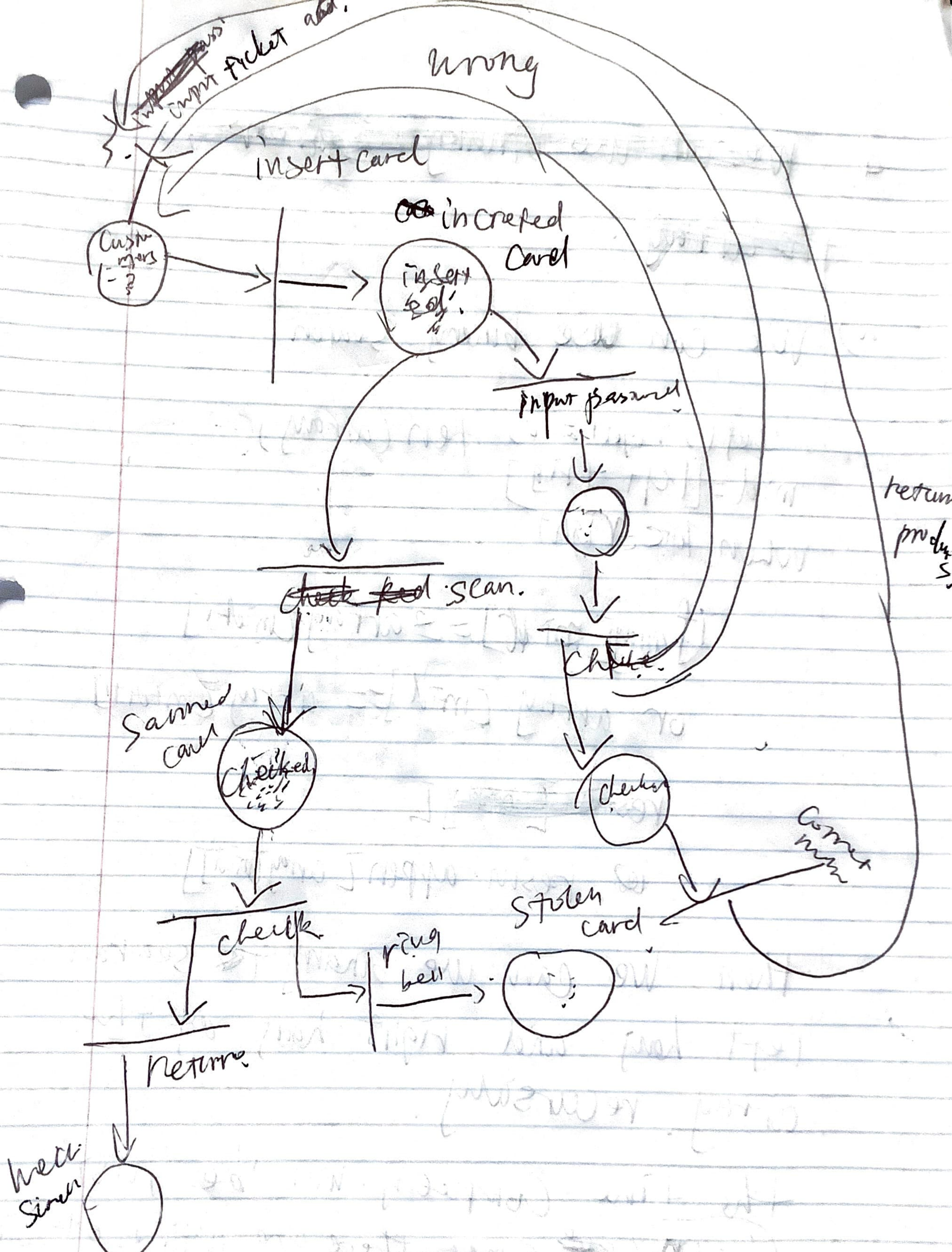
input ticket and.
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Sanned card
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Checker
Correct
Stolen card
check
ring bell
Return
Well Siren

~~the array~~.

a) We can use binary search

left, right = 0, len(array)
mid = [left + right]
When left = right

if array[mid] = = array[mid+1]
or array[mid] == array[mid+1]

~~result [array]~~

result.appen[array[mid]]

then we can use binary search left half and right half of the array. recursively.

the time complexity will be just $n \log n$ since there are n times of binary search

So we could design a base case for the algorithm. Say:

when the n == 0: return 1

then if n % 2 == 1:

we could do a * function(a, n)

else:

p = function(a, n/2)

return p*p

the time complexity will be smaller than O(n) because in some steps will divid the exponent so, it will be

$\log n \leq$ time complexity $\leq n$.