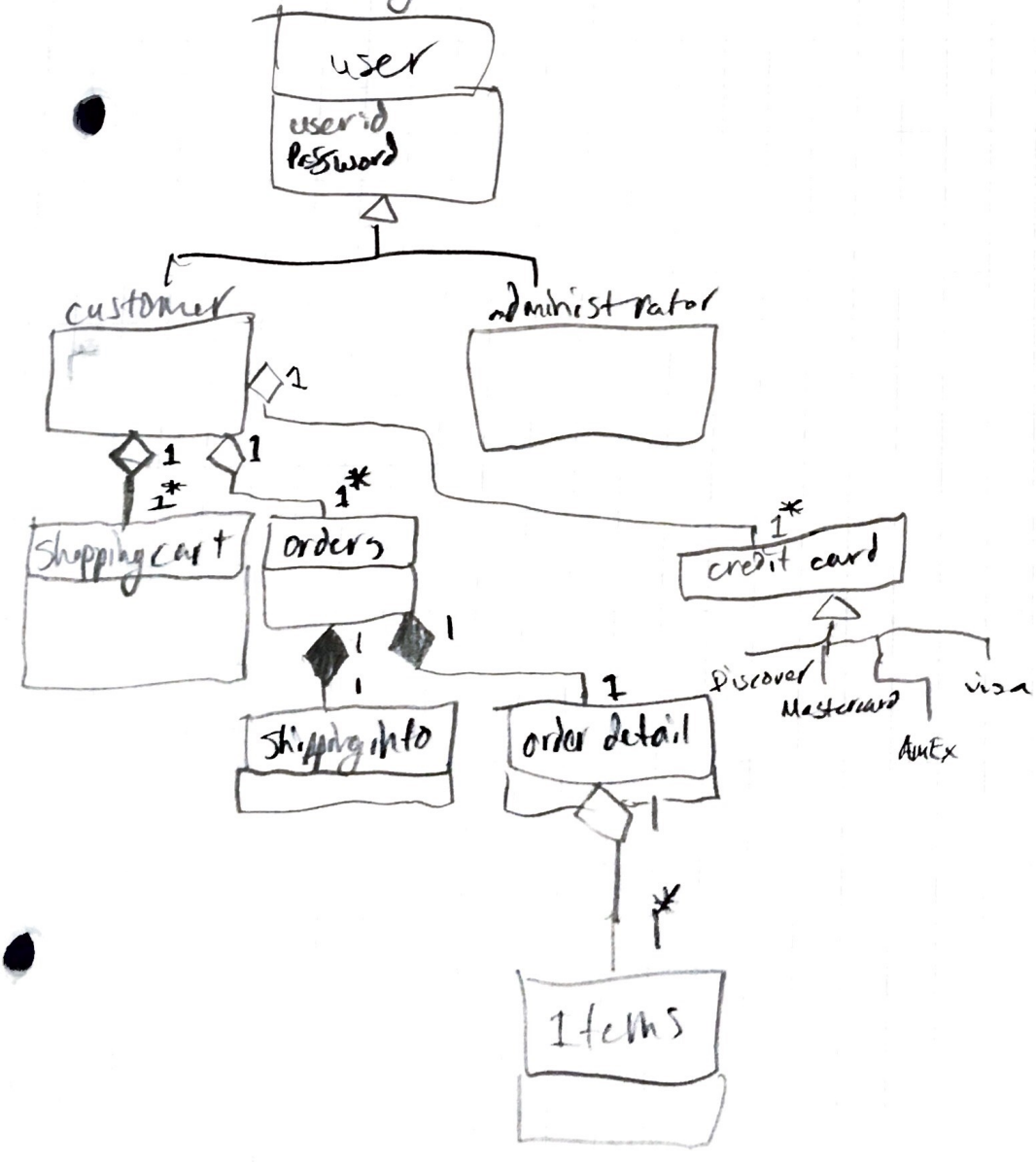
Design:

a) components E, F, & G are tested first, then [redacted] used to test C, D, E, and so on.
b) A and B would be tested first and stubs that produce the same output as C, D, E are used
c) new versions will have a higher impact early on.

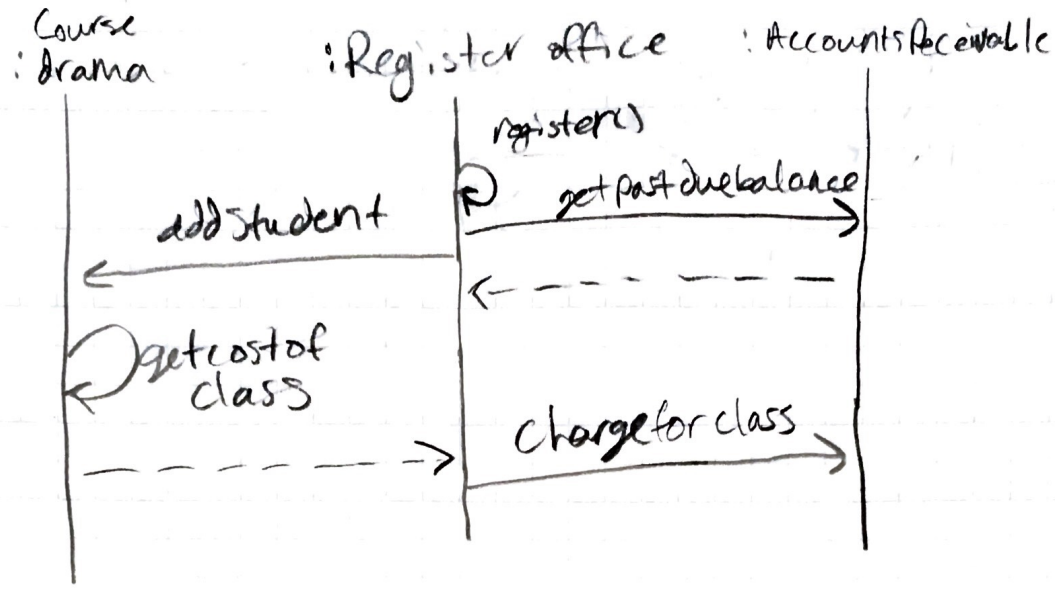
D & S

a) used in Bottom-up to simulate upper level modules
b) used in top-down to simulate modules in lower levels
c) open source testing framework for java

Class Diagram:



Sequence diagram:

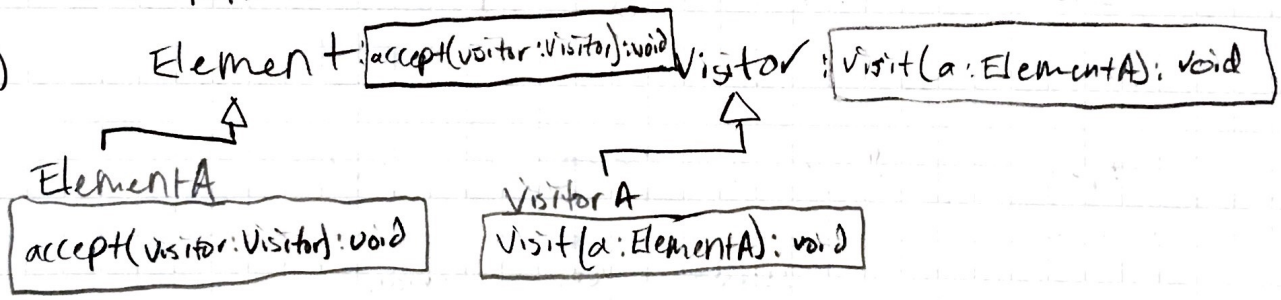


Dependency Injection:

```
// game logic constructor
    GameLogic (VolleyComm c)
    { C = c;}
// wow!
```

Visitor Pattern:

a)



b) Arithlang: Visitor can visit e.g. NumExp

NumExp has accept visitor method.
used to find value of entire program

c) It makes it easier to change logics of operation and to add new items with accept method.

Testing

a) Check program correctness for ages 18 & 65, find the test subjects in question and make sure they like the program
b) C = 19, C = 21, C = 20.

Automated Testing ?

2.3

2.4: Because it takes time and money to run tests and it makes it possible to develop more quickly.

2.5: B box
- Equivalence partitioning: Input domain data is divided into different equivalence data classes, this reduces the total tests needed.
- Boundary value analysis: Identify errors at the boundaries of input domain data because that's where most problems occur.
- State Transition testing: Tests the discrete states that a system ends up in.

2.6 code coverage:
- Statement coverage: check executable lines that have already been completed.
- Branch coverage: Requires all code blocks and execution paths to be completely tested.

Ethics:

a) The first thing I always do when I have to make a tough decision is fly to Jackson Hole see the wife and kids. Then I would ask God if he's ok with it.

b) 10, assist colleagues and coworkers and support...

c) ?

3.2

a) yes

b) reading peoples email messages.

3.3 Tell some one in the administration and don't look at other peoples grades.

4.1: Workers work on an approved list of tasks called the backlog. workers implement one thing at a time.

4.2 :- Waterfall model: - sequential approach.
- must plan and schedule all activities before begin working
- useful when requirements are well understood and unlikely to change during development.

- Iterative: Build small portions of all features across all components
- useful to release a project w/ initial scope and add more later

- Agile: Build small portion of each feature one-by one and gradually add features.
- useful when requirements change rapidly.

4.3. It would depend on timeline, requirements and how often the requirements will change.