*This homework assignment (plus reading) required 2.75 h. Answering questions from the assigned section required .75h*

**8.10.2)** The four C’s of architectural analysis are consistency, compatibility, correctness, and completeness.

**8.11.1)** From among several varying models given between Chapters 4 and 6, the Rapide ADL model of Lunar Lander seems as formidable as any. It is less simple –though not by much- to discern there are three components in the Rapide ADL model (pg. 293) vs. using the powerpoint diagram (pg. 292). Three components, arguably, may be identified using either model including: user interface, data store, and calculation. The powerpoint model, while less informal, provides behaviors paralleling those of the Rapide ADL model’s which are approximately: UI.displayStatus(/Updates), UI.getAndpassBurnRateToCalc, Calc.passCalculatedBurnRateToDatastore, and Datastore.StoreAsNeeded(/to Update UI?). Inconsistencies are found by comparing the models to each another or by analyzing them on an individual basis: the Rapide ADL model begins and ends its interfaces with the same-named declarations, except with the last component, which begins with ‘Player’ and ends as UserInterface. The semantics of the Rapide ADL formalism requires a personal investment from which to become familiarized. However, its system-level connector-behaviors’ characterization being in accordance with the component-level behaviors may present a potential source of inconsistency. REGARDLESS, there is behavioral inconsistency between the Rapide ADL model and the Powerpoint model in that Datastore does not ‘talk to’ the UserInterface componenet in the Powerpoint model but does in Rapide.

**8.11.2)**