

1. *From Parnas' paper, what system properties does he believe are critical to high-quality designs?*

I think what Parnas believes is critical to high-quality designs is modular programming and the criteria we use to decide the module boundaries because of how it improves the development time, flexibility, and comprehensibility properties of a system. For development time, he believes that it will be reduced since separate groups can work on each module with almost no need for communication between each other. For flexibility, he also believes that it will be improved since big changes can be made in one module without affecting others which also improves the system agility. Lastly, for comprehensibility, he believes that studying one module at a time will result in a better system design because of how better understanding that system had.

2. *The "tool abstraction" approach addresses some weaknesses in the system design in Parnas' paper. What are the key weaknesses or disadvantages of the tool abstraction strategy?*

I believe efficiency is one of the disadvantages of the tool abstraction strategy because of the performance cost caused by restricting access to encapsulated data. I also believe that system complexity becomes a weakness of the tool abstraction strategy because of how complicated that system becomes when future changes are considered and repeated enhancements are made. Lastly, I believe that ordering becomes a weakness when multiple abstract toolies react to the same event.