**Phillip Hoang 1409768**

-Listing potential classes, actions/methods/relationships (verbs)

-Converting Java code to UML class diagrams

-Deriving Use Cases from goals

-Converting Use Case to Sequence Diagram

-Identify Design Patterns based on picture (draw design the design patterns)

-Git  
 -How to track staged delivery process where clients might be using older (stabler) versions

-Human Error and Usability   
 -Relationship between **iterative model** and **waterfall model**. What is their primary difference?

-Name of the law that describes the **speed of choosing from a list of choices**

-Name of the law that defines **speed of clicking on a target**

-Which target is the **fastest to click**?

-Why does it take longer to click on the other targets?

-Why is the **difference in time of choosing 2 and 8** choices greater than the difference between 80 and 100

-What is **Saccadic Masking** and how does it affect software

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-User Interfaces  
 -What is one UI method that aids usability but also reduces human error?

-Why must we be careful about **colours** we use in UI? *Colour blindness*

-Give 2 examples (or instances) of interface metaphors.

-Name of the law that estimates average time to make a simple decision, *n* choices vs *t* time

-Software Process  
 -Explain what a software development process is

-Provide an example of 2 different software development processes and how they differ from eachother

-Identify Design Patterns appropriate for (and explain why):  
 -Want to implement macros learned from the user. These macros can be stored and replayed later.

-Event-based system where users can add plugins at run-time. These plugins can agree to handle some events but might only do so conditionally

-Making a program that procedurally details a universe lazily. Can go down from galaxies to solar systems to planets to countries to people to cells to atoms etc

-Have an algorithm for recognizing different kinds of minerals from photos. The algorithm needs specialized logic for each different mineral, but general control flow and logic can be shared

-Building gravity sim for planets. 3D view is hard to control and configure so want a 2D view and textview that shows planet state. Also want to be able to add or delete bodies in sim as it is running.

-Making mass photo editor where operations can be repeated across entire director of photos.

-Refactoring  
 -Find at least 3 bad smells, and at least 1 refactoring that could be applied to this code snippet. Then DRAW the UML class diagram of the code after refactoring

-Testing  
 -Write a class for a **mock object** that will allow for testing of line x of xClass

-Provide 5 good test cases for a function. (Max of 1 test per equivalence).

Clear:

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