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2.5 – In general, the set of umbrella activities should be used across the entire project evenly, so this way the software team will have control of all risks and about the workflow of the project, according to Pressman's observations in 2.2.2, the umbrella activities have the job of keeping the team in control of the progress, quality, change, and risk.

4.10 – The formal methods to prove that a software is correct is too time demanding and needs a qualified professional, that are really few, so it ends up been quite expensive, besides being too technically sofisticated for most costumers.

5.3 – Because the iterative model is actually more of a conversatition model in wich every change that is made will be discussed and the next one will be planed based on the result of the previous one.
No, they are not all iterative, for example the extreme programming method is more likely to be a evolutionary process.
It's not posisble, once the agile process is based on giving working software constantly for the client and keeping it updated, if the software is made in just one iteration is impossible to keeping it updated and reliable.

6.6 – (a) The closed paradigm
(b) The synchronous paradigm
(c) The open paradigm
(d) The synchronous paradigm

On (a) my choice was made by analyzing that the high complexity of activities is best performed if time is resolved.
On (b) the one I chose should be better becouse it will provide a seamless workflow.
On (c) They need to inovate to keep relevant but they can't rely to the individual initiative
On (d) The big company can't rely on open paradigm or any other that will compromise the productivitie.

7.9 – Acoording to the section 7.3.2 granularity refers to the level detail that is implemented in the software planning, meaning that a high granularity plan is more demanding during the planning process.

7.13 – Is the test that discovered an yet-undiscovered error.

8.3 – A good example of a problem that should occur during the mernging of the requiriments is some of the clients wants a conflicting function, this way one of the methods that should work to improve this situation is to make a priority order on the riquiriments of each client, so the chances of this happening are less agressive, usually there is no way to guarantee a 100% of unconflicting functions and properies of the system, there are only ways to make it less common.

8.17 – (1) A Distributed Debug, so it increasses the chances of finding undiscovered bugs.
(2) Run-time Verification, so it should show uncompleted functions.
(3) Run-time Validation, guarantee if the software reachs the goals.

(4) Business Activity Monitoring, asses the system will satisfy the business goal.

(5) Evolution and Codesing, has the function of sending feedback about the flow of the project to the stakeholders.

10.7 – The analysis package is a way to split yet keeping together the classes of a class modeled system, it should be used as a precursor to the separation that is meant to be done in the modeling process.

11.2 – Both show the behavior of the objects, but while the sequence diagram is more likely to be a “life time” of the objects, the state diagram is better described as a way to show the states possibilities of thta object.