

# Homework #3



# Questions

In the last Lecture we talked about Interfaces and the Introduction into Software Engineering:

**Answer the following questions:**

1. What is the difference between an Interface implemented by a class and an abstract class as superclass while using Inheritance?
2. When we talk about Software Projects we have to deal with Complexity. Describe two different possibilities on how to deal with Complexity?
3. A typical Software Development Lifecycle consists of different activities, are all of these activities equally important? Could we leave some activities out, if yes which ones?
4. We talked about functional and object oriented decomposition, describe the trade-offs using one over the other, when would you use which type of decomposition?
5. What is the main difference between Drawing and Modeling?
6. We learned about 3 major types of models, briefly describe the differences.

