Sorry about the weather … but I suppose life is more interesting when there are matters that are beyond our control.

So to replace class time I have created a set of activities that you all should be able to work on tonight between 5:30 and 8:15 from home. Due dates are given below.

1. **Each team needs to ask for a walk through from another team. Here is how to proceed:**

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Each pair of teams will exchange requirements, read them, and then compile feedback for the other team. You will send the feedback to me and to the other team. Create an agreed upon list of items that you will look for in the requirements you are reading. Comment on these and any other issues items. Provide both positive and negative feedback where appropriate. Might be most efficient to communicate with the team lead in each case. This is due next week Thursday (Feb 20th). The quality and organization of this feedback is a part of your team grade this semester.

1. **Quiz questions.** This is to be done as a team with one team response. I was going to have you do this in class. This will result in a quiz grade that will be uniform for every member of the team. This should not take more than a page of text and diagram, but you will not be penalized for taking more if it is really needed. Here is the question.

Choose a low level pattern as was discussed in the text, such as shared data, pipe & filter, client server, or peer to peer. For your chosen pattern, provide a description as you might find in a software patterns book. Be sure to include items such as:

* 1. Name of the pattern
  2. Description of what the pattern is used for or accomplishes
  3. Types of applications or environments would this pattern be used for
  4. Advantages/disadvantages or strengths/weaknesses of this pattern
  5. Provide an architectural diagram of the pattern with legend describing the notations used.
  6. Anything else you think is important

1. **Final Exam Question 1:** This is to be done individually without consulting with others. In the previous chapter, data was given from 1993 for specific types of software on percentages of errors detected after coding and unit testing and errors in requirements and early design stages. Can you find literature with more recent findings on similar or other types of software? Are the results the same? Different? Why? Also look to see if there is more recent data on relative costs of correcting an error in the requirements versus finding the data after the implementation stage. Be sure to provide full citations of your sources and comment on how much you trust the source.