Lab 2

We have our first quiz this week! This lab will reinforce some core concepts that we learned from Chapters 3 and Chapter 4. For this lab, please try to answer the questions to the best of your ability **without** using the slides or outside help. This will help prep you for the quiz! Our questions will be a mixture of True/False, short answer, and multiple choice.

1. (True/False) Prerequisites are not that important. A high quality, high risk project can be created while ignoring prerequisites.
    a. Answer
2. What is the overarching goal of using prerequisites?
    a. Spending more time on work
    b. Risk Reduction
    c. Remaking code from previous projects
        i.
3. What are some common risks in software development?
    a. Answer
4. What is a benefit of being able to find defects or errors in our code earlier on?
    a. Answer
5. (True/False) There is not that much variation in software projects.
    a. Answer
6. Please describe the differences between an iterative approach and a sequential approach to software development. Please list out some scenarios where one approach might be better to use than the other.
    a. Answer
7. Please describe in your own words what a problem definition prerequisite is.

a. Answer

8. In a problem-definition, do you specify the solution to your problem? Why or why not?
    a. Answer
9. Please describe in your own words what requirement prerequisites are.
    a. Answer
10. We saw that official requirements can be beneficial in this chapter, what are some benefits of having official requirements?
    a. Answer
11. (True/False) When working on a project, you should assume that the requirements will never change.
    a. Answer
12. Please describe in your own words what Architecture Prerequisites are
    a. Answer
13. In your own words, what is the difference between coding **in** a language and coding **into** a language.
    a. Answer
14. (True/False) Java is the best language to code in
    a. Answer
15. Can you list out some examples of Major Construction practices we saw in Chapter 4?
    a. Answer
16. What is the first stage of starting when starting a software development project?
    a. Construction
    b. System Testing
    c. Requirements
    d. Problem Definition

i.

17. If we focus on using high-quality practices at the **start** of our project, what type of practices will we be emphasized?
    a. System testing
    b. Defining a problem, determining the solution, and designing that solution
    c. Construction and coding practices
        i.
18. (True/False) Fixing a defect in our project during the architecture phase costs roughly the same amount as during the construction phase.
    a. Answer
19. Which of the following is **not** a general category that software projects fall under?
    a. Simplistic Systems
    b. Business Systems
    c. Embedded Life-Critical Systems
    d. Mission-Critical Systems
        i.
20. In the architectural components we saw that Buy vs. Build decisions should be laid out in the architectural blueprints of a software project. Please describe in your own words what buy vs. build decisions are?
    a. Answer