Here are the detailed answers to the exercise questions based on the verified page ranges:

**Question 1: Briefly explain the need for restructuring software.**

**Answer**:  
The need for restructuring arises to address several challenges:

1. **Improved understanding**: Restructuring simplifies software, making it easier for developers to comprehend.
2. **Enhanced reliability**: It reduces faults by improving internal quality, preventing inadvertent bugs during updates.
3. **Decreased maintenance cost**: Simplified and well-structured code lowers the effort and cost of maintenance.
4. **Prolonged software lifespan**: Maintainable software adapts more easily to new requirements, extending its usability.
5. **Facilitated automation**: Tools like test generators perform better with structured software.  
   (Page Range: **255–257**)【32:1†source】.

**Question 2: List the key activities in a software refactoring process.**

**Answer**:  
The process includes:

1. **Identify what to refactor**: Pinpoint problematic areas like modules or classes.
2. **Determine which refactorings to apply**: Select suitable refactorings based on identified issues.
3. **Preserve behavior**: Ensure refactoring does not alter software’s external functionality.
4. **Apply refactorings**: Execute the selected refactoring methods on the identified areas.
5. **Evaluate impacts**: Measure effects on qualities like maintainability and reliability.
6. **Maintain consistency**: Update related artifacts (e.g., design documents, tests) to ensure alignment.  
   (Page Range: **257–259**)【32:3†source】【32:4†source】.

**Question 3: How do programmers identify what to refactor?**

**Answer**:  
Programmers identify refactoring opportunities using **code smells**, such as:

1. **Duplicate Code**: Repeated code in different areas.
2. **Long Parameter Lists**: Methods requiring numerous parameters.
3. **Long Methods**: Methods with excessive lines of code.
4. **Large Classes**: Classes with too many variables and methods.
5. **Message Chains**: Long chains of method calls.  
   (Page Range: **259–260**)【32:4†source】.

**Question 4: How do you determine which refactorings to apply?**

**Answer**:  
This involves selecting appropriate refactorings based on identified issues:

1. **Analyze smells**: Focus on specific problems like duplicate code or long methods.
2. **Refactoring examples**: E.g., extracting duplicate code into a new method or moving a method to a relevant class.
3. **Dependency considerations**: Ensure refactorings do not introduce conflicts in the system’s structure.  
   (Page Range: **260–261**)【32:4†source】.

**Question 5: How do you select a feasible subset of refactorings?**

**Answer**:  
Techniques for selection include:

1. **Critical Pair Analysis**: Identify mutually exclusive refactorings (e.g., R4 and R6).
2. **Sequential Dependency Analysis**: Determine dependencies between refactorings (e.g., R1 and R2 must precede R3).  
   (Page Range: **261–262**)【32:4†source】【32:7†source】.

**Question 6: Briefly explain the concept of preserving software behavior while refactoring.**

**Answer**:  
Preservation ensures that refactoring does not alter the software’s functionality. Techniques include:

1. **Testing**: Extensively test software before and after refactoring to verify behavior.
2. **Call Sequence Preservation**: Ensure method call orders remain unchanged.
3. **Preserve non-functional constraints**: Retain temporal, resource, and safety constraints.  
   (Page Range: **262–263**)【32:7†source】【32:14†source】.

**Question 7: Identify four key formalisms and techniques for refactoring.**

**Answer**:

1. **Assertions**: Use Boolean expressions (e.g., invariants, preconditions) to verify behavior.
2. **Graph Transformation**: Represent software as graphs and apply transformation rules.
3. **Software Metrics**: Quantify qualities like cohesion and coupling to assess refactoring impact.
4. **Soft-Goal Graphs**: Use hierarchical structures to link quality goals to refactoring steps.  
   (Page Range: **265–267**)【32:14†source】【32:15†source】.

**Question 8: Briefly explain the concept of assertions by means of examples.**

**Answer**:  
**Assertions** are Boolean expressions placed at specific program points to verify behavior. Examples include:

1. **Invariants**: Conditions that must always be true (e.g., “array index >= 0”).
2. **Preconditions**: Conditions that must hold before a computation (e.g., input is non-null).
3. **Postconditions**: Conditions that must hold after a computation (e.g., result > 0).  
   (Page Range: **266–267**)【32:14†source】【32:15†source】.

Let me know if you need further clarification or additional details! 😊