ESOF 322: Software Engineering I

Instructions:

- Do all exercises
- Clearly print your name in the first page of your assignment
- No hand-written answers allowed
- Absolutely no late assignments
- Your assignment should be turned in to D2L
- You must provide references to any sources used

Exercise 1 (4 pts)

- 1. What is polymorphism? Provide an example using source code
- 2. What is inheritance? Describe the differences between public vs private inheritance

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- 3. What is encapsulation?
- 4. What is the difference between static vs dynamic binding?

Exercise 1 (8 pts)

- Provide a definition for a prescribed lifecycle, and name two types of prescribed lifecycles
- ii. For each type provide an example (i.e. a use case)

Research Question (3 pts)

What does low coupling and high cohesion mean?