***Exercise 1 (C). Choose the correct answer.***

|  |  |
| --- | --- |
| **1. What determines the speed or rate of processing?**  a. the input of data b. computers' output c. available processor and memory  **2. What is another term for system resources?**  a. code b. processor and memory c. computer hardware  **3. What is another word for computer software?**  a. user interface b. code c. specialized language | **4. Besides knowing how to write code, what must programmers also know?**  a. type of back end b. operating system c. functional specification  **5. When the system design decisions have been made, which thing should be examined?**  a. resource b. scheduling issues c. all of the above |

**Exercise 2 (E). What should developers do before starting the production of code?**

**Fill in the blank with ONE word only.**

**User requirement - Why is it important?**

* An importance concept in software development is (1)\_\_\_\_defining\_\_\_\_ user requirements – the need to ensure that a (2)\_\_\_statement\_\_\_\_ of requirements is agreed with the client before any work starts.
* Agreement on functionality should be clearly (3)\_\_\_\_\_documented\_\_\_\_\_\_\_; otherwise problems can occur when more and more (4)\_\_\_\_\_\_funtionality\_\_\_\_\_\_ is added to the project by the client.

- In project management term, this project expansion is called ‘(5)\_\_\_\_feature\_\_\_\_ creep’.

* When web developers provide a range of (6)\_\_\_\_mock-up\_\_\_\_\_ for a client, they are lowering the (7)\_\_\_risks\_\_\_\_\_ that the site produced will not meet the client's requirements.

- Example: Developers go ahead and (8)\_\_build\_\_\_\_\_\_ a website without taking into (9)\_\_\_account\_\_\_\_ all the client's requirements, they show it to the client and he doesn't like it.

Why is it important?

* Help developers to (10)\_\_\_\_\_\_\_\_choose\_\_\_\_\_\_ the best development technologies and timescale to (11)\_\_\_\_\_\_\_\_\_\_\_ project on time.
* Help resources to be (12)\_\_\_\_\_allocated\_\_\_\_\_\_\_ reasonably.

**Exercise 3 (F) Part 1. Match models with suitable descriptions.**

|  |  |  |
| --- | --- | --- |
| 1. Add functionality in stages to software  2. Client can see a model before it is fully developed  3. Useful for simple problems  4. Each stage directly follows the other  5. Suitable for large, expensive and complicated projects  6. Suitable for relatively small projects (e.g: website development)  7. Suitable for end-user applications or operating system versions | |  | | --- | | A. Waterfall model  B. Iterative model  C. Prototyping model  D. Spiral model | |

**Part 2. Listen again. Tick phrases you can hear from the recording.**

|  |  |
| --- | --- |
| In this type of model……….  …………………..in this type of model  Examples of this type of software…………  …………………..examples of this type of software  In prototyping, the important thing is……….. | What’s important about prototyping is…………..  In the spiral model, a difference is that………………  What’s different in the spiral model is that…………….. |