Q1

1. Define the following terms
   * 1. Graphical User Interface
     2. Software metric
     3. Application Programming Interface
2. Distinguish open source and proprietary software  
   Open source – the source-code is made freely available to the user

Proprietary – the source code is hidden from the user

1. Explain FIVE functions of the operating system

Q2

* 1. Briefly explain TWO mental models associated with a system
  2. Explain any SIX characteristics of a good software
  3. Discuss the TWO major types of software, give two examples of each

Section B

Q3

1. Discuss THREE major types of software maintenance
2. Briefly discuss stages/phases involved in Software Development Life Cycle (SDLC)

Q4

1. Explain any FIVE advantages of an open-source software
2. Explain FOUR major types of software prototyping widely used in software engineering

Q5

1. With a well labeled diagram. Discuss the phases of iterative model and explain situations under which the model is preferred

Q6

1. Explain why evaluation is an important part of any user-centred design process
2. According to theory of mental models, everyday reasoning depends on simulation of events in mental models. Briefly discuss any FIVE assumptions made in the theory

Q7

1. With the aid of a diagram discuss the prototype model and explain the situations under which the model is preferred