Chapter 7

1. Know what a Use Case is! And what important attributes it captures?
2. Know what an Actor is!

Chapter 8

3. Why showing User Interface Prototypes to clients are vital to the success of the software product?

Chapter 9

4. Know what a nontrivial step is!

Chapter 10

5. Know what **Design Patterns** are!

Chapter 12

6. Know why **U**ser **I**nterface **D**esign is important!
7. Know the Guidelines for **U**ser **I**nterface **D**esign?

Chapter 14

8. Know what Activity Modeling is and its use?

Chapter 18

9. Know the Coding Standards?
10. Know the Guidelines for Practicing Coding Standards?