

Question 1**4 / 4 pts**

Please provide a *D* value for the following scenario:

Project 1 from CS 124: a monthly budget program which prompts the user for various income and expenditures to display a simple text-based budget report.

Please see Table 10-1 for more details

Question 2**4 / 4 pts**

Please provide a *D* value for the following scenario:

A flight simulator system built for the military to emulate the control structures and actual cockpit layout of a F-22 fighter jet. Some OS work will be done in the form of drivers for the various input and output requirements. All of the flight characteristics of the F-22 will need to be emulated..

Please see Table 10-1 for more details

Question 3**4 / 4 pts**

Please provide a *D* value for the following scenario:

Project 4 Solver from CS 124: a program to represent the game of Sudoku. This program enables the user to load, save, display, and play a game of Sudoku. Additionally the program will solve a Sudoku board.

Please see Table 10-1 for more details

Question 4**8 / 8 pts**

As with other sections of this book, the author makes heavy use of variables in the text, in the tables, and in the figures. In order to follow the author's thoughts, it is essential to understand what the variables mean. Please match the variable name with the meaning.

| | |
|-------------|--|
| <i>K</i> | The total effort to produce the software, usually measured in person years |
| <i>RVOL</i> | The degree in which the design of the software will be changed to accommodate the needs of the stakeholders, customers, or users |
| <i>RELY</i> | The degree in which the software will need to be functional, usually measured in terms of uptime, percentage of uptime, probability of failure, or severity of a failure to the user |
| <i>HOST</i> | The amount or complexity of the work required to convert the software from the system on which the software was developed to the system on which the software will eventually run |
| <i>T</i> | The length of time it takes to develop the software |
| <i>D</i> | The apparent complexity of the system |
| <i>SECR</i> | The degree of certification required by the stake holders so the resulting system can be used in security critical situations |
| <i>MEMC</i> | The degree in which the software will be limited or bound by essential system resources such as memory usage |
| <i>DISP</i> | A measure of the amount of sophistication in the user interface |
| <i>RTIM</i> | The measure of what percentage of the product must interact with synchronous, unexpected, or real-time events |