



College of  
Computer Studies

ACTIVITIES

iN

**APPDEV**

Application  
Development

# 2

## ACTIVITY: SOFTWARE

### Part I. SOFTWARE

**Directions:** Write TRUE if the statement is true otherwise change the word that makes the statement wrong.

1. Application software is almost always pre-installed on your computer.
2. System Software includes word processing, web browsing, and almost any other task for which you might install the software.
3. VISUAL STUDIO is an example of programming software.
4. The familiarity of the knowledge about software development must be altered during software evolution.
5. Software must continue to adapt to real-world changes.
6. If the lifestyle of a business change, systems tend to grow.
7. The feedback system is a low-level attribute of software evolution.
8. The software receives quality in software evolution law.
9. As software evolves, complexity is decreasing.
10. Processes in software evolution are not self-confusing.

### Part II. SOFTWARE PARADIGMS

**Directions:** Determine what kind of software paradigm each of the following belong. Write SDevP, SDesP, or ProP.

1. Module Design
2. Integration
3. Preliminary Design Document
4. Maintenance
5. Testing
6. Requirements
7. Object-Oriented Paradigm
8. Functional Paradigm
9. Design Patterns
10. Frameworks