

A. Product Engineering	B. Development Environment	C. Program Constraints
<ol style="list-style-type: none"> 1. Requirements <ol style="list-style-type: none"> a. Stability b. Completeness c. Clarity d. Validity e. Feasibility f. Precedent g. Scale 2. Design <ol style="list-style-type: none"> a. Functionality b. Difficulty c. Interfaces d. Performance e. Testability f. Hardware Constraints g. Non-Developmental Software 3. Code and Unit Test <ol style="list-style-type: none"> a. Feasibility b. Testing c. Coding/Implementation 4. Integration and Test <ol style="list-style-type: none"> a. Environment b. Product c. System 5. Engineering Specialties <ol style="list-style-type: none"> a. Maintainability b. Reliability c. Safety d. Security e. Human Factors f. Specifications 	<ol style="list-style-type: none"> 1. Development Process <ol style="list-style-type: none"> a. Formality b. Suitability c. Process Control d. Familiarity e. Product Control 2. Development System <ol style="list-style-type: none"> a. Capacity b. Suitability c. Usability d. Familiarity e. Reliability f. System Support g. Deliverability 3. Management Process <ol style="list-style-type: none"> a. Planning b. Project Organization c. Management Experience d. Program Interfaces 4. Management Methods <ol style="list-style-type: none"> a. Monitoring b. Personnel Management c. Quality Assurance d. Configuration Management 5. Work Environment <ol style="list-style-type: none"> a. Quality Attitude b. Cooperation c. Communication d. Morale 	<ol style="list-style-type: none"> 1. Resources <ol style="list-style-type: none"> a. Schedule b. Staff c. Budget d. Facilities 2. Contract <ol style="list-style-type: none"> a. Type of Contract b. Restrictions c. Dependencies 3. Program Interfaces <ol style="list-style-type: none"> a. Customer b. Associate Contractors c. Subcontractors d. Prime Contractor e. Corporate Management f. Vendors g. Politics

Figure A-1 Taxonomy of Software Development Risks