1. What effects can the complexity of a system have?

A. Introduces many opportunities for potential problems and bugs.

B. Increases the difficulty of understanding the system.

C. Potentially slow down the system.

D. All of the above.\*

E. Complexity doesn’t affect the system at all.

1. Abstraction is a technique where you divide the system into parts that are meant to be easier to understand and conceive.

A. True

B. False\*

1. Hierarchy is the idea where the complexity of a system is described by the relationships of the parts.

A. True \*

B. False

1. What are the three types of models used to provide abstractions?

A. Systems, Task, Issues \*

B. Clay, Systems, Issues

C. There are no types of models

D. Object, Functional, Dynamic

E. Analysis, Design, Object

1. The main benefit for reusability is allow for software to also apply to other projects and reduce complexity.

A. True \*

B. False