

Assignment #1

Writing practice: questions over chapter 2

CS 3398, Fall 2013

due: Wednesday, Sept 11.

Answer the following questions by writing a paragraph (or two). All answers must be in complete sentences. All answers must be in your own words, you may paraphrase but not copy the book. See the document "Writing for CS3398" on the class website.

Type your answers into a file. Print a copy and bring it to class the day it is due.

1. Describe a process in computer science/software engineering. For example (choose **ONE**):
 - How to develop a program for a programming assignment in a programming class (see chapter 2, slide 3 of the lecture slides).
 - The compilation process,
 - How open source software is developed,
 - How to do top down design,
 - Other . . . your choice.
2. List and describe the details of 2 of the 4 software process models covered in chapter 2.
3. Explain the concept of Change Avoidance. State a technique that can be used to employ this approach, explain how it enables the development team to "avoid change".

OR (please do not answer both)

Explain the concept of Change Tolerance. State a technique that can be used to employ this approach, explain how it enables the development team to tolerate changes.