CSCE 330 Fall 2004

HOMEWORK 1

Assigned Tuesday, 04-08-31. Due Tuesday, 04-09-07

The questions refer to the following paper: Rajlich, V., N. Wilde, M. Buckellew. and H. Page. "Software Cultures and Evolution." *Computer*, 34, 9 (September 2001), pp.24–28. Please be concise.

1. List and describe briefly the three models of program development explained in class on August 19. Which of the three models do the authors present at the beginning of their paper?

2. Map the requirement of "effective comprehension" to one or more of the goals and qualities of programming languages that are described in Section 1.5 of your textbook.

3. The textbook mentions several "tools provided by the software development environment." List them. The paper describes briefly a tool for software maintenance. What is it called? What is it used for?

4. What is "code decay" and why does it make maintenance of software more difficult?

5. Explain the use of "common blocks" in the Convert program. Common blocks address well a certain quality of software that was of paramount importance when Convert was originally written, but have a substantial negative impact on a different quality of software. Explain this trade-off.

6. The paper mentions the GOTO statement in Fortran and C. Does Java have a GOTO statement?

7. List the five "obsolete program plans" described in the paper.

8. What is the solution that the authors propose to solve the code decay problem? In your opinion, is this a practical solution? Explain your answer.