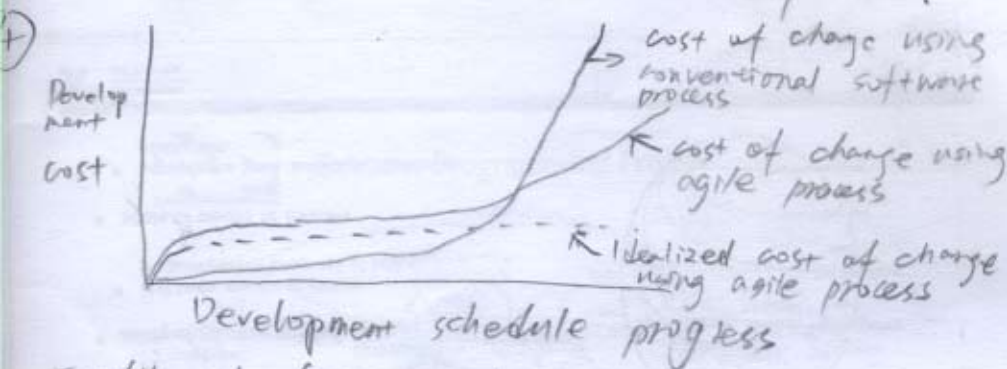


definition

- Boundary value analysis
- Agile software development
- Cost of quality
- Coupling
- Function Point
- CMM (I)
- Iteration
- Software Requirement
- Beta testing

2) scrum (explain)

3) Is the statement "Testing can only show the presence of bugs, not their absence" true or false? Explain.



Explain the figure above:

5) What does Brooks mean by the "essence of software Engineering"? Why does it matter, according to his arguments? Do you think he is right? Why or why not?