



3. Name the five phases of the software engineering lifecycle. Which phase do you believe is the most expensive? Justify your answer.

4. What are the major causes of failure in modern software? What changes must be made in the software development process to correct these deficiencies?

5. What is abstraction? How does abstraction help to make software more robust and easier to debug? What are the pitfalls of abstraction? How are elaboration (decomposition) and abstraction related and what does that have to do with software engineering?

6. What is software cohesion? How can it be measured? Is high cohesion good or bad and why?