

Change the order of the letters to find the original word.

- P = 1. APEEMRRTA  
An argument of a procedure or function that represents a local variable.
- L = 2. AOLTAGCLCRETN  
A contract set up between client and development team.
- B = 3. GNEOBS DTTIU PMO-  
A method of program refinement that starts with individual modules and builds them up into a complete program.
- P = 4. NDPAEGOCRE UAALGRUL  
Also known as imperative languages because the programs follow a sequence of steps until they terminate.
- I = 5. NEIHTNICERA  
The sharing of characteristics between a class of object and a newly created sub class.
- S = 6. IERNSS TTRUCLTUGID  
Program listing clearly showing the modules involved complete with commentary and meaningful variables.
- C = 7. IPRMOLCE  
A program that translates a complete high level language program into an independent machine code program.
- R = 8. BTUOSR  
A program is robust if it can cope with problems that come from outside and are not of its own making.
- C = 9. TOCS  
Commercial Off The Shelf software.
- A =10. ATEPHTGANLIS  
Testing of software within the development organisation.
- P =11. CMFPROTOPNISCIEALBEI  
A document outline of what is to be solved in terms of programming a solution to a given problem.
- R =12. ARD  
Rapid Application Development.
- O =13. NBCEDEEAIOGGENATLU-OT JR  
An object-oriented computer language like Java that uses objects rather than actions and data rather than logic.
- R =14. ERALLBIE  
A program is reliable if it runs well and is never brought to a halt by a design flaw.
- S =15. IFIIETCNCOSAP  
A document outlining the program requirements set by the client.