

Place the letter of the matching description from the right column on the blank in front of the number of the left column.

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| _____ 1. Feedback | A. The person or group that initiates the development process by specifying a problem. |
| _____ 2. Corrective maintenance | B. Program listing clearly showing the modules involved complete with commentary and meaningful variables. |
| _____ 3. Reliable | C. A program that translates a complete high level language program into an independent machine code program. |
| _____ 4. RAD | D. Rapid Application Development. |
| _____ 5. Alpha testing | E. Running a program with test data that represents the extreme upper and lower values. |
| _____ 6. Development team | F. A series of stages involving defined methods to produce a software project according to an initial specification. |
| _____ 7. Bottom-up design | G. Testing of software within the development organisation. |
| _____ 8. Software development process | H. A program is reliable if it runs well and is never brought to a halt by a design flaw. |
| _____ 9. Inheritance | I. Native computer code that can be understood without translation. |
| _____ 10. Module library | J. Correction of previously undetected errors during development apparent after installation of the software. |
| _____ 11. Compiler | K. Design approach of sectioning a large and complex system into smaller and more easily manageable components. |
| _____ 12. Structured listing | L. A process used in object oriented languages that identifies objects, how they relate to one another. |
| _____ 13. Machine code | M. Generic description of the personnel involved in developing the software solution. |
| _____ 14. Test data | N. A method of program refinement that starts with individual modules and builds them up into a complete program. |
| _____ 15. Data modelling | O. They use commands and instructions based on English words or phrases. |
| _____ 16. Specification | P. A looping system where information is fed back in to a computer system. |
| _____ 17. Client | Q. The sharing of characteristics between a class of object and a newly created sub class. |
| _____ 18. High-level language | R. Data that is used to test whether software works properly and that it is reliable and robust. |
| _____ 19. Boundary testing | S. A document outlining the program requirements set by the client. |
| _____ 20. Top-down design | T. A library includes code for standard algorithms that can be re-used by programmers. |