1. What is "maintenance" as it applies to software? Explain using an example why maintenance is economically important.

2. What are the three important questions release planning is concerned with? What is more important than any of the three questions?

3. When coming up with an estimate in Effective Coder Days for a feature, what three underlying contributing factors are being estimated?
4. Describe the phases in a release lifecycle. Identify the start and stop points of each phase.

5. Before dcut, what management actions can be taken if the plan is falling behind?
   What management options are left after dcut?
6. What is release proliferation? What is the problem with it and why? How does one combat it?

7. (4 points) Give your four most important reasons for having source control.

8. (3 points) What is the shipping codeline used for? Why do we need it?
9.a) Draw a probability density function for a feature sizing estimate consistent with the following statements:

- On average, it will take about 25 effective person days.
- Plus or minus 5 days about 60% of the time.
- There is about a 10% chance it’ll take longer than 35 days.
- There is no chance at all it’ll take longer than 45 days.
- 20% of the time it’ll take longer than 30 days.
- If everything goes well, it might come in as early as 15 days – there’s only a 5% chance of that, though.
- Certainly no earlier than 10 days no matter what.

9.b) Give two reasons why the above feature sizing is inconsistent with a Normal distribution?

9.c) If you must model the above as a Normal distribution, what would you choose as the mean and standard deviation?