

# Information Systems Analysis & Design (M8748)

## Tutorial 20

1. What are the benefits of reuse?
2. What are some of the obstacles to reuse?
3. Give Jacobson et al.'s definition of a 'component'.
4. Name three mechanisms for creating reusable components in different programming languages.
5. How does Allen and Frost's definition of a component differ from that of Jacobson et al.?
6. What are the three processes in Jacobson et al.'s approach to reuse, and what is meant by each?
7. What is the purpose of the Facade pattern?