1. (From Final 2013 Q10.a)
Refactorings change the structure of a program without changing its behavior. This goes against the maxim “if it ain’t broken, don’t fix it.” When you change the code, you risk introducing new faults into the program. What is the main goal of refactoring?

2. (From Midterm 2013 Q4.a))
List two reasons for software system reengineering according to Chapter 1 of the book Object Oriented Reengineering Patterns (OORP).

3. (From Final 2012 Q20)
In your class project for CS427, you have the opportunity to apply some of the reverse engineering patterns described in the book Object-Oriented Reengineering Patterns. Choose one reverse engineering pattern that your team has used or want to use and describe how your team has used or will apply the pattern.