
Software Quality Assurance: SOFT3302

Tutorial – Week 2

Objectives

By the end of this tutorial you should have an appreciation of whether or not you have been doing enough testing when developing software. You should start to gain an appreciation of the complexity of even small software systems. You should develop a desire to incorporate testing into your normal development processes.

Pework

Ensure you have read the definitions from Binder provided.

Labwork

1. Form small groups. Discuss, in the light of other assessment tasks you have been given while at University, the rôle of testing in your assessment. Compare how much time you have devoted to testing in the past compared with, say, the 50% breakdown mentioned in Brooks. Consider also at what point testing takes place in your development cycles.
2. Vendors provide little guarantee when releasing software? Would you guarantee your software? If not, why not? What would stop you?
3. Consider the different types of testing covered in the first lecture. Again in small groups consider which of these different types of testing would have been/would be appropriate when developing the solutions to your assessment tasks. If any are not appropriate, say why not.
4. Consider the statement ‘A tester is not a failed programmer.’ Does this fit with your understanding of a tester?
5. Do you think testing will play a more central (and earlier) role in your development processes in the future?