Fundamentals of Software Engineering

This Tutorial is based on questions from the book Software Engineering 10 by Ian Sommerville and is based on selected material covered in chapter 8 Use the lecture slides as a guide to what was covered. You will also need to ensure that you have read through the relevant parts of chapters 8.

1. What is the distinction between validation and verification?

2. What are the advantages of inspections over testing?

3. Briefly describe the three principal stages of testing for a commercial software system

4. What tests should be included in object class testing?

5. What guidelines does Whittaker suggest for defect testing?

6. What is an equivalence partition? Give an example.

7. What are the three important classes of interface errors?

8. What do you understand by the terms Presentation Logic, Business Logic and Data Access Logic? In a Three Tier architecture such as that used in the First year case Study explain where you will find the Presentation, Business and Data Access Logic?

9. What further advantage does an N-tier architecture have over a 3 tier architecture?