

# **Fundamentals of Software Engineering**

**(M11322908)**

**This Tutorial is based on questions from the book Software Engineering 10 by Ian Sommerville and is based on selected material covered in chapters 8 and 9. 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 and 9.**

## **Tutorial 10 Tutorial**

1. What should be the principal concerns of system testing?
2. Briefly summarize the test-driven development process.
3. What is scenario testing?
4. What is stress testing and why is it useful?
5. Why is software evolution important?
6. What are the stages in the system evolution process and what triggers that process?
7. Why might it sometimes be necessary to bypass the normal change management system and make urgent changes to a system?
8. What are the three different types of software maintenance and how is effort distributed across these maintenance types?
9. What factors should be assessed to understand the relationship between a system and its environment?
10. What are the principal systems re-engineering activities?
11. What are the strategic options for legacy system evolution?
12. List four important factors used to assess applications for evolution.