# Verification and Validation Report: 2D Localizer

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## 1 Revision History

| Date   | Version | Notes |
|--------|---------|-------|
| Date 1 | 1.0     | Notes |
| Date 2 | 1.1     | Notes |

### 2 Symbols, Abbreviations and Acronyms

| symbol | description |
|--------|-------------|
| Т      | Test        |

<sup>[</sup>symbols, abbreviations or acronyms – you can reference the SRS tables if needed —SS]

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This section will not be appropriate for every project.

- 6 Unit Testing
- 7 Changes Due to Testing

[This section should highlight how feedback from the users and from the supervisor (when one exists) shaped the final product. In particular the feedback from the Rev 0 demo to the supervisor (or to potential users) should be highlighted. —SS]

- 8 Automated Testing
- 9 Trace to Requirements
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#### Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Reflection.

- 1. What went well while writing this deliverable?
- 2. What pain points did you experience during this deliverable, and how did you resolve them?
- 3. Which parts of this document stemmed from speaking to your client(s) or a proxy (e.g. your peers)? Which ones were not, and why?
- 4. In what ways was the Verification and Validation (VnV) Plan different from the activities that were actually conducted for VnV? If there were differences, what changes required the modification in the plan? Why did these changes occur? Would you be able to anticipate these changes in future projects? If there weren't any differences, how was your team able to clearly predict a feasible amount of effort and the right tasks needed to build the evidence that demonstrates the required quality? (It is expected that most teams will have had to deviate from their original VnV Plan.)