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## 2910210 Software engineering and development

### Examination paper: Zone B

Time allowed: three hours

Full marks will be awarded for complete answers to **four** questions. Do not attempt more than **four** questions on this paper.

A hand held calculator may be used when answering questions on this paper but it must not be pre-programmed or able to display graphics, text or algebraic equations. The make and type of machine must be stated clearly on the front cover of the answer book.

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### Question 1.

- a. Explain each of the following properties of a software development process
  - i. Productivity
  - ii. Timeliness
  - iii. Visibility

[9]
- b. Describe, with use of a diagram, the prototype and spiral processes of software development.
 

[10]
- c. What are the benefits and costs of each of the processes you described in part b. Your answer should indicate under what conditions you would advise using each.
 

[6]

### Question 2.

- a. Describe the advantages and disadvantages of commenting your programs in terms of maintainability and long-term reliability.
 

[6]
- b. State three items of information that should be part of the *header* comments of a module and briefly explain why these may be useful for people maintaining the code in the future.
 

[9]
- c. Consider the following program fragment:

```

read float a;

float lower = 0.0, higher = 100.0; x = 50.0;

WHILE ((x * x - a > 0.1) OR (x * x - a < - 0.1))
{
    IF x * x > a THEN higher := x
    ELSE lower := x;
    x = (higher + lower) / 2;
}
    
```

What does the program do and what would be a suitable header comment for it?

[10]

**Question 3.**

- a. Testing can be divided into the following stages.

- i. Unit Testing
- ii. Integration Testing
- iii. Validation Testing
- iv. System Testing

Briefly describe each.

[8]

- b. Distinguish, with the aid of an example or diagrams, between top-down and bottom-up integration testing.

[8]

- c. Describe a test strategy for a system you have worked on, or otherwise know about. Your answer should incorporate all of the stages enumerated in part a.

[9]

**Question 4.**

- a. Why is a knowledge of cognitive Psychology useful to software developers?

[5]

- b. "Humans perform far better with concrete examples than they do with abstract entities"

Discuss this statement with reference to a Psychological experiment that bears this out and also discuss the implications for Software Developers

[10]

- c. Discuss four guidelines you would lay down for a Software Inspection process and explain, briefly, why each of them is useful.

[10]

**Question 5.**

- a. What are the basic components of a State Transition Diagram (STD) and what is the place of these diagrams in software development. [10]
- b. Draw a State Transition Diagram for a Central Heating Controller. The user of the controller chooses four times of the day, T1, T2, T3 and T4, and chooses whether the system comes on *once a day* and or *twice a day*.

The difference between the two settings can be seen in the following interval diagram:



The top intervals represents *on twice*, the second represents *on once*. Where there is a bar the heater is on, where there is no bar the heater is off. In both settings the heater is off between T4 and the next day's T1.

[15]

**Question 6.**

- a. Explain the notions of 100% Statement Coverage, 100% Path Coverage, 100% Branch Coverage as they occur in white-box testing of software. Your answer should make it clear what the subsumes relation among the criteria is. [5]

- b. Make a Control Flow Graph for the following program:

```

      BEGIN
[ i ]   READ y :- 1;
[ i i ] WHILE (x = 1) DO
      {
[ i i i ]   IF (y > 3) THEN
[ i v ]     { x :- x + 1; }
[ v ]       Y := y - 1;
            }
[ v i ]   IF (x mod 2 = 0) THEN
[ v i i ] { x :- x - y; }
[ v i i i ] x := 5;
            }
      END.

```

[10]

- c. Define a test set for 100% path coverage. Explain your reasoning. Especially comment on how your answer would be different if you were asked for 100% statement coverage. [10]