CISC/CMPE 327 Software Quality Assurance

Queen's University, 2019-fall

Lecture #8a

Review for Mini-Exam #1

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Announcements

- Assignment #0 due today, but deadline is soft
- Assignment #1 posted, check course website for due date
- If you need exam accommodations, and have not received information yet, talk to me
- Today: Introduce testing (not on exam);
 review of material for exam

- From Lecture 1:
 - Popular Views vs. Professional Views
 - Quality parameters: technical and user
 - correctness, reliability, capability, ...
 - usability, user documentation, availability, ...
 - The 3 general principles of quality assurance
 - Formal methods, testing, inspection, metrics
 - Know what a safety-critical system is

- From Lecture 2: 4 fundamental process activities
 - If it helps, remember "SDEV", like "Software DEVeloper" (but also remember that the order is actually S, D, V, E)
 - Think about why the order is S, D, V, E.
 Say you do remember "Development".
 Development needs some kind of specification ⇒ "Specification; Development".
 - Who needs the software?
 - The customer \Rightarrow Validation.
 - Software changes over time \Rightarrow Evolution.
 - You should be able to **briefly** describe what happens in each stage, not just the 4 words in that order

- From Lecture 2: Process models
 - Waterfall model
 - Drawback: "Early freezing" at various stages.
 Example: Freezing requirements risks doing lots of work against the wrong requirements.
 - Could work well when requirements are very stable
 - Prototyping model
 - Do a "quick and dirty hack" prototype, poor quality in most respects—but it gives the customer something to try out, identifying issues with requirements.
 - Drawback: wastes work—the prototype gets thrown away

- From Lecture 3:
 - Spiral model:
 - Continuously document and evaluate potential risks
 - Needs an experienced team
 - Iterative development:
 - Develop a subset of the software based on a subset of the requirements
 - Develop bigger subsets
 - Architecture is chosen early & needs a small team

- From Lecture 3 (continued):
 - Object-oriented development process
 - Analyze "essential system", define "essential classes"
 - Derive additional classes
 - Define interfaces
 - Complete design and implement classes
 - Code generation
 - Drawbacks: no testing until late, architectural inflexibility (maybe the essential classes aren't complete, maybe there are issues with requirements)

- From Lecture 4:
 - Defects Prevention Process
 - You should have a rough idea of the steps involved
 - DPP vs Postmortem
 - maturity vs certification
 - {CMM, SPR, Baldrige, ISO...} ← THESE WILL NOT BE ON THE MINI-EXAM

- From Lecture 5: XP
 - Know the XP practices, especially:
 - simplicity
 - test first, test all the time
 - pair programming
 - on-site customer
 - Know some drawbacks of XP
 - Would XP be suitable for safety-critical software?
 I don't think there's one correct answer,
 but arguing (either way) demonstrates knowledge