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Q1: what is a bug

A software bug is an error, flaw or fault in a computer program or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways. The process of finding and fixing bugs is termed "debugging" and often uses formal techniques or tools to pinpoint bugs, and since the 1950s, some computer systems have been designed to also deter, detect or auto-correct various computer bugs during operations.

**Q2**: The unattainable goal of perfect software

Striving for perfect sets an unattainable goal, based on the need for your product to be liked. It makes sense, on the one hand. After all, you want your customers to love your product, and it can be hard to see that they would do that unless it’s perfect. But perfect is subjective. It’s difficult to align your view of ‘perfect’ with a customer’s perspective, and even more difficult on a granular user by user level. No two users will have the same view on what precisely makes for perfect.

**Q3**: The goal of the software tester

The main goal of a software tester is to assess the quality of product and providing the real picture to the stakeholders. Most of the time, the management is not interested in what and how many numbers of bugs you had reported.

Q4: Valuable attributes of a software tester

I think here is the list of qualities also tester should have:

* Analytical skills.
* Technical skills.
* Good verbal and written communication skill.
* GREAT attitude - **test** to break, detail orientation.
* Willingness to learn and suggest process improvements.
* Passion for **testing**.

**Q5**: What are the major phases of a software development project

* Requirement gathering and analysis.
* Design.
* Implementation or coding.
* Testing.
* Deployment.
* Maintenance.