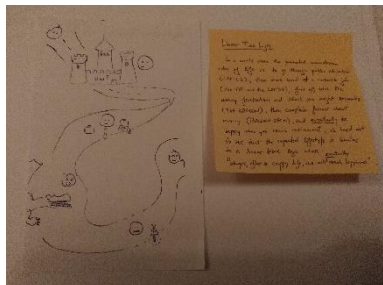


- SSVV 2024-2025
- Take-Home-A Exam Subject – Individual tasks
- 400 XP

Turn in:

- In the day of the final exam
 - You should bring the files for Short questions, Long question, Fun assessment in your scheduled exam date.
- The answers for each question must be written by hand!
- On each submitted solution, please write your name and group.
- Short 4 questions
 - 120 XP
 - Provide the definition, explain the concept, answer the question.
 - Maximum 1 A4 page
 - short description of the notion - a paragraph (5-8 lines)
 - Question 1: Black box testing – equivalence classes (definition +example)
 - Question 2: White box testing – predicate coverage (definition +example)
 - Question 3: Symbolic execution tree (definition + example)
 - Question 4: Model checking - liveness properties (definition +example)
- Long question – choose one from the list.
 - 180 XP
 - Maximum of two A4 pages
 - Compare and contrast 2 concepts.
 - Concept 1 = definition + simple example
 - Concept 2 = definition + simple example
 - Provide 4 similarities/differences of the 2 concepts.
 - Choose one from the following list.
 - Compare and contrast integration testing versus unit testing.
 - Compare and contrast Smoke testing and Load testing.
 - Compare and contrast Inspection and Testing.
 - Compare and contrast Testing and Pair-programming
 - Compare and contrast: test automation and manual testing.
 - Compare and contrast: Symbolic execution and Testing
 - Compare and contrast: Testing and Model checking
 - Compare and contrast: Quality assurance vs Quality control
 - Compare and contrast: Functional and non-functional testing types
 - Compare and contrast Model checking and Demonstrating correctness
 - Compare and contrast Testing and Demonstrating correctness
 - Compare and contrast: top-down integration and bottom-up integration
- Fun assessment regarding SSVV
 - 100 XP
 - 50XP



- Create/draw with colors pencils a DIXIT card (12cmx8cm) with notion from SSVV.
- Explain in a paragraph how someone may use the card to play (the subtle SSVV notions embedded in the card).

- 50 XP
- Draw one scenario from the list below.
 - Draw a reason why a bug might slip to production.
 - Draw a reason why do bugs occur.
 - Draw a tester and a developer having a conversation about testing/bug/etc.
 - Draw the nastiest (software) bug you ever found. Explain how you discovered it.
 - Draw a picture to illustrate: "Why should we "fix" bugs asap."