CS-UY 4513 Software Engineering (DP I)

Warlon Zeng, N11183332, wz634

Chapter 6 - 4, 5, 6, 12

1. Further faults are unlikely if the code is good or that good testing procedures were used.
2. Similarities are that they are review processes and that team members must know what they’re reviewing before they group up and discuss. Differences are that inspections are more formal while walkthroughs are not; walkthroughs are 2 steps and inspections are 5 steps. Inspections are more tedious in that faults are taken into account; for example, artifacts should be redesigned completely if there are too many faults found and all faults are formally noted with their correction.
3. One person may not catch all the faults, especially if there are thousands of lines of code. And if there a lot or few faults found, it does not tell us anything for certain, as the quality of the code could have decreased or that one person haven’t caught all the faults.
4. Correctness proving does not ensure that the product as delivered to the client may not be what the client really needs. This can be easily be noted if the specifications are wrong to begin with, thus throwing any mathematical testing irrelevant to the client’s needs.