

MUHAMMAD AYAZ [20K-1044]

ASSIGNMENT 3

Q 1

Unit testing not possible in all circumstances. Because it cannot be anticipated to capture all the errors in the software. It also failed when we do UT on user interface because it is sufficient for logic unit. It is also the problem that unit testing of individual part of software is easy but difficult for the whole system because integration problem can appear.

Q.2

Validation tests should be performed by the software developer because it is the process through which we know whether the product which is built is right or not. Software developer performs this to know whether the requirement meets with customer needs or not. It also includes code execution which is a high-level activity so it should be performed by the software developer.

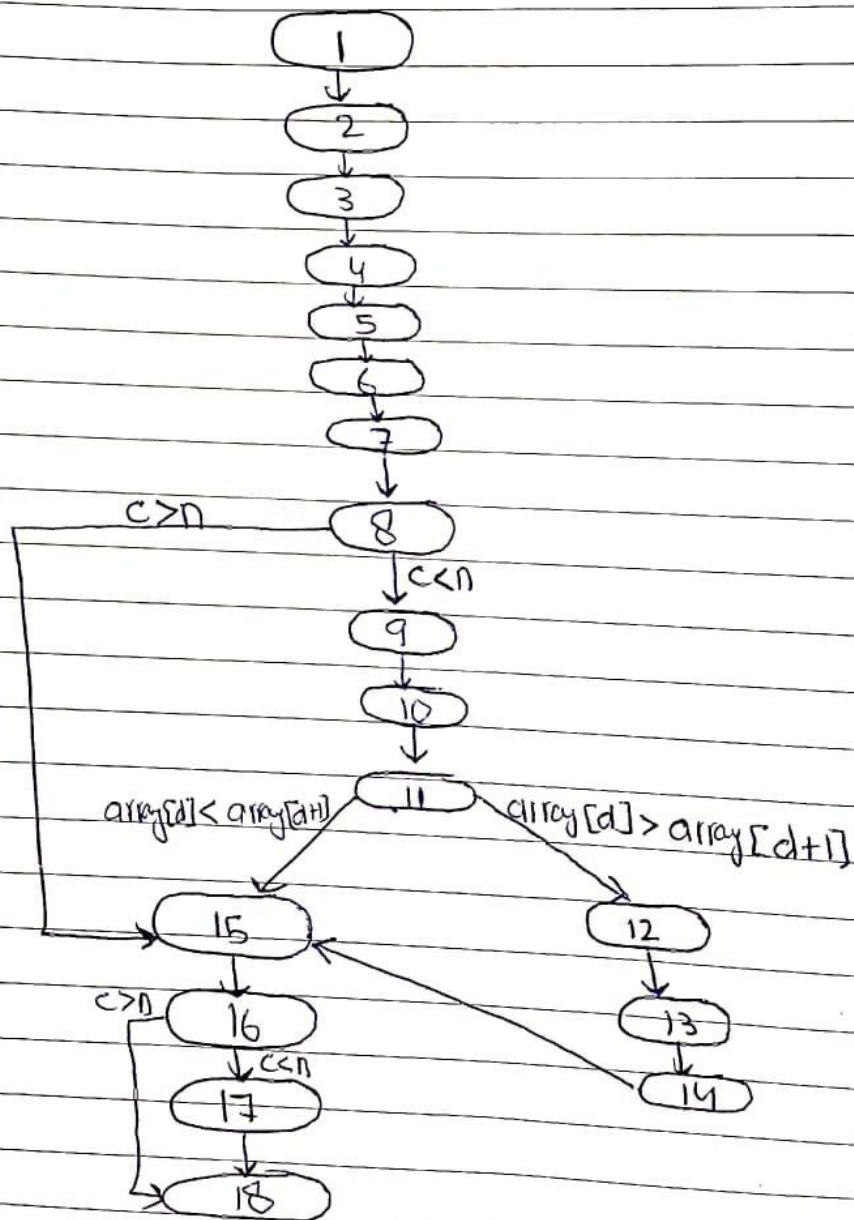
Q.3

MUHAMMAD AYAZ : 20K-1044: BSE-2A

Date: _____

Q. 3

```
int main() {  
1) int an[100];  
2. int n;  
3. int c;  
4. int d;  
5. int swap;  
6. printf("Enter no of element");  
7. scanf("%d", &n);  
8. for(c=0; c<n; c++)  
{  
9. scanf("%d", &array[c]);  
10. for(c=0; c<n-1; c++)  
{  
11. for(d=0; d<n-c-1; d++)  
{  
12. if(array[d] > array[d+1])  
{  
13. swap = array[d];  
14. array[d] = array[d+1];  
15. array[d+1] = swap;  
16. }  
17. }  
18. }  
19. printf("Sorted list in ascending order:\n");  
20. for(c=0; c<n; c++)  
21. printf("%d\n", array[c]);  
22. }
```



Q .4

SL.No	Test Case	Expected Result	Test Result
1	Enter the length of the side of the triangle as an int type. Int a,b,c	Program should take length of triangle as an input	Successful
	Enter invalid length of side of triangle For e.g: using char,	Program should not take length of triangle as an input	Successful
2	If $0 < a \leq 20$, $0 < b \leq 20$, $0 < c \leq 20$	Program should display the message "True"	Successful
3	If enter two sides equal	Program should display the message "Triangle is Isosceles"	Successful
4	If enter length of side of triangle out of range For e.g:enter length of a,b,c less then 0 or greater then 20	Program should display the message "False"	Successful