

FIRST QUIZ: CS4472A Tuesday, 3 October 2017, 7:10pm, Room MC17

NAME AS APPEARS ON STUDENT ID:

STUDENT ID NUMBER:

UWO/CONFLUENCE USER NAME:

REMINDERS:

1. (from course outline) The quiz will be closed book, closed notes, with no electronic devices allowed, with particular reference to any electronic devices that are capable of communication and/or storing information.
2. Write neatly. If the marker can't read it, it is wrong.
3. This exam shouldn't take long to write. On the other hand, time will pass. It is a 30 minute quiz with 20 questions. If you complete a question every minute you will still have 10 minutes at the end to double check that everything is in order.
4. While you are not allowed to open the exam booklet until the proctor says you can, you can fill out the information on the cover page. You should also get out your student id and make sure your pencils and pens are in order. If you need to get something out of your jacket or knapsack once the exam has started, raise your hand and wait til a proctor comes to you to oversee the matter.

1. Although we often think of programs as taking inputs and producing outputs, a higher level view of what is going on is to think of the programs as ANSWER about how to take inputs and produce outputs.
ANSWER=
2. The scripts that were designed to aid the practice process assume that you will be uploading a copy of your work to BitBucket every time you ANSWER
ANSWER=
3. To illustrate the relation between testing and software design, we will look at the programming technique ANSWER
ANSWER=
4. The per cent of the total mark allocated for all the practice reviews is ANSWER
ANSWER=
5. The per cent of the total mark allocated for all the quizzes is ANSWER
ANSWER=
6. A main theme behind the practice technique advocated in this class is that in order to improve your programming, ANSWER
ANSWER=
7. The first testing framework for Ruby that we are looking at is called ANSWER
ANSWER=
8. The per cent of the total mark allocated for all the quizzes is ANSWER
ANSWER=
9. q23
ANSWER=
10. The number of quizzes CS4472 will have this semester is ANSWER
ANSWER=
11. q27
ANSWER=
12. The per cent of the total mark allocated for all the weekly practices is ANSWER
ANSWER=
13. The protocols for practice expect that the longest amount of time that you will practice before recording a note is ANSWER
ANSWER=
14. q28
ANSWER=
15. The practice technique advocated in this class is a modification of the ANSWER
ANSWER=
16. An important concept we will look at related to the question of when has one done enough testing is ANSWER
ANSWER=
17. q26
ANSWER=

18. q30

ANSWER=

19. Testing is generally about finding errors that have already been made. This course also covers the topic of ANSWER, which is about trying to prevent errors from being made in the first place.

ANSWER=

20. q24

ANSWER=

```
exam_database_file= examdatabase.json
exam_format= latex
dump_database= false
line_width= 72
question_count= 20
create_exam= false
answer_key= true
sample_seed= 2322
shuffle_seed= 245
["C1", "C2", "C3"]
["C1", "C2", "C3"]
```

1. encode knowledge
2. record a note about your practice progress
3. test driven development
4. 49
5. 21
6. you need data about your past programming
7. minitest
8. 21
9. a23
10. 3
11. a27
12. 30
13. 30 minutes
14. a28
15. Personal Software Process
16.
 - coverage
 - mutation
17. a26
18. a30
19. quality assurance
20. a24