Software Systems Verification and Validation

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Lecture 12: Structure of the final exam + Agile Testing

Examination dates

31.05.2018 – groups   932,   935, 936

7.06.2018 -   groups   931,   933, 934

Please come to the scheduled examination date with your own group! You will not be evaluated otherwise!

Grading

Grading (Tentative) – will be modified – Lecture 01

- F = 20% L +20% S + +10% Q + 50% E
  - L=lab; S=Seminar; Q=Quizzes; E=Written;
  - Bonus points! See the homepage of the course!
- Conditions to participate at the final exam
  - There is no restriction regarding the participation at the written examination regarding obtained marks at L, S, Q.
  - Laboratory activity: 3 out of 6 laboratories must be delivered.
  - Attendance lab (5 out of 6) -90%
  - Attendance sem (4 out of 6) – 75%
  - Motivations
    - http://www.cs.ubbcluj.ro/hotarare-privind-motivarea-absentelor-studentilor-nivel-licenta/
    - Students will present the documents to motivate absences from the seminar/laboratory within one week from the date of absence.

- L/S/Q work may not be redone in the retake session.
- Students from Previous Years to 2018-2019 - All the above rules apply to students from previous years.
- Conditions to pass/complete the SSVV discipline:
  - F >= 5 final grade.

Seminar

- Attendance: 4 out of 6 required
  - 20% of the final grade

- **Required readings before seminars!**

- Seminar structure
  - **Assignment 1** - 10-minutes – discussion on a given topic (the teacher is an observer!)
  - **Assignment 2 -** 60-80 minutes – assignments on a given topic
  - **Assignment 3** – 10 minutes – quiz about required reading and seminar discussions.

Laboratory

- Attendance: 5 out of 6 required

- 20% of the final grade

- Lab structure

  - **First hour of each lab** - current lab discussion, problem assignment and **in-class** problem solving.

  - **The second our of each lab** - delivery of previous lab (exception first laboratory).

- Work in teams – exactly 2 member per team.

- Lab grading for each laboratory (except the last one)

  - **In class** assignments! (3 points)

  - **Take-home** (Homework) assignments! (7 points)

- No more than two lab problems will be delivered in one lab meeting. An extra lab problem is delivered **only if time allowed**.

- Delay in lab submissions –2p from that lab grade.

- Maximum 2 weeks delay in submission of the homework assignment.

- **Remark**:

  - At the end of the semester all laboratory homework assignments must be saved on CD and given to the teacher.

  - Each time you deliver a laboratory - the Deliverables of the in-class and take-home assignments must be uploaded in canvas.

Grading
Gamifying Education

	Heroic Quests (quizzes)	Side Quests (Lab projects)	Social Quests (Seminars +Video Presentation)	Epic Quests (Final exam)
Normal session	300 XP	600XP Each Lab 100 XP (in-class 25XP+ take-home 75XP)	600 XP Each Sem 100XP (in-class 25XP + Quiz 75 XP)	Up to 1500 XP
Retake session	0 XP	O XP	0 XP	Up to 1500XP

XP intervals	Grade
[1400,1500]	5
[1501,1800]	6
[1801,2100]	7
[2101,2400]	8
[2401,2700]	9
Over 2700	10

- **Final exam – you must come (be present) to final exam in order to compute the grade!**

- Bonus points = 300 XP (1p)
    - 200 XP – activities during lectures
    - 100 XP – Lecture 11 and Lecture 12 – Presentations
- Bonus points = 300 XP (1p)
    - Research paper only if you (will) have 300 XP for Labs
    - Topic by teacher + 2 members/team + deliverables
    - Paper submitted to journal for review

Structure of the final exam

Take Home EXAM – 500 XP

· **Solve at home and bring it at exam!**

· **Take Home EXAM - for each student – canvas2 under Exam module.**

· 75 XP- Mindmap a SSVV notion (each student will receive a notion)

· 25 XP short question (each student will receive a question before exam)

· 150 XP long question (each student will receive a question before exam)

  – The answers to ShortQuestion and LongQuestion must be written by hand!

· 50 XP Study – Assessment Methods at the "SSVV" discipline – survey – online – one day before Final exam

· 200 XP – Study - Impact of Software Testing knowledge on performance in programming

  – 3 requirements to be implemented (no test cases, test cases by students, test cases by teacher provided)

  – Survey – on line

In Class EXAM – 1000 XP

· Structure of exam

    Topics:

    1)   Inspection
    2)   Testing (BBT, WBT,Levels of testing)
    3)   Correctness (Floyd/Hoare/Dijkstra, Refinement)
    4)   Symbolic execution
    5)   Model checking

    5*150 XP = 750 XP

    Topic: IT firm presentations: Altom presentation, Evozon presentation, Endava presentation

    3*50 = 150 XP

    Topic: 1 General Questions

    Sample type of questions:

    –   True/False proposition. Justify your answer.

    –   Fill in the missing information…..

    –   Multiple answer question.

· Time: 45 minutes for In Class Exam

- Thank You For Your Attention!