### Software Systems Verification and Validation

Assoc. prof. dr. Andreea Vescan Lecture 12: Structure of the final exam +
Babeş-Bolyai University Agile Testing

Cluj-Napoca

2018-2019





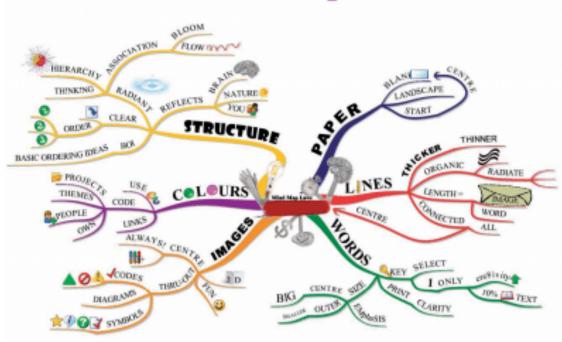
#### Outline

- Surprises!
- Structure of the final exam
- Agile Testing
- Surprises!

### Surprises!

Experiment : Mindmaping

#### **How to Mind Map®**



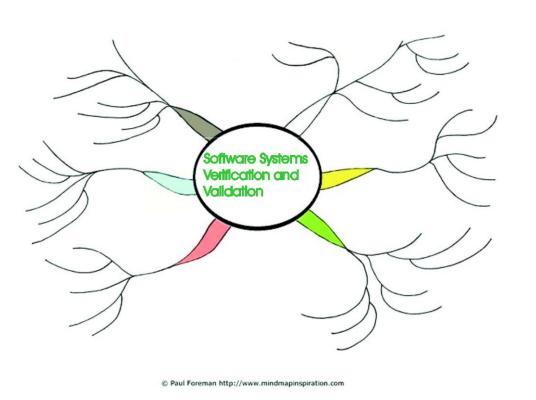
#### Quick Start Guide

#### 7 Steps to Better Thinking

- Set your purpose/goal.
- Start in the CENTRE of blank paper turned sideways.
- Quickly sketch an IMAGE of your focus in the centre.
- Use at least 3 COLOURS, for emphasis, structure, texture, creativity.
- Draw curved lines, radiating from centre (thick to thin) CONNECTING main branches to central image & at each level.
- Use I key word or image per line for more power and flexibility in thinking.
- Use images throughout as a picture paints a 1,000 words.

### Surprises!

Experiment: Mindmaping
 "Software System Verification and Validation" in the next 5 minutes!



Earn: 25 XP in Lecture 12

(if the second mindmap is created)

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#### **Examination dates**

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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
    - <a href="http://www.cs.ubbcluj.ro/hotarare-privind-motivarea-absentelor-studentilor-nivel-licenta/">http://www.cs.ubbcluj.ro/hotarare-privind-motivarea-absentelor-studentilor-nivel-licenta/</a>
    - 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

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### Agile Testing

- Video presentations
  - Created by a team
  - Each video ~ 5 minutes
    - Audio + written + visual
  - Send by email the link for your video 1 day before the presentation
- Team 1
  - Ratiu Cosmina
  - Corina Todoran
- Team 2
  - Dragodan Alexandra
  - Fratila Nicolae
  - Nacu Cristian
- Team 3
  - Buhai Alexandru
  - Csoka Ervin
  - Cuibus Ciprian
- Team 4
  - Grigore Dragoş-Alexandru
  - Todoran Ana-Corina
  - Vele Radu-George

#### **SBTM**

- A method [SBTM] for measuring and managing exploratory testing.
- An approach to testing with:
  - No test cases
  - No expected results
  - No pass/fails metrics
- Testing on a project is divided up into focused "sessions" of exploratory testing.
- A test session
  - A dedicated and uninterrupted period of exploratory testing.
  - Focused on a set objectives defined in a "charter"
  - Generates notes and lightweight reporting on the testing carried out.
  - The testing task is expected to change and evolve.

#### **Exploratory testing**

- Is not random
- Is creative and requires intelligent thoughts.

#### **Session Based Test Management [SBTM]**

#### Planning

- Charter: a single sentence that sets the scope of the testing
  - What you will test
  - How you plan to test it
  - The information you hope to provide.
- That scope should be achieved in 90 minutes.
- Charter are basis of estimation and coverage.

#### Testing

- A dedicated and uninterrupted period of testing (no meetings, no email)
- Use testing experience or instinct; use your domain knowledge
- Test scenarios could be ok, but not pre-scripted steps
- Use the software, observe it and be alert of new questions or test ideas
- Encourage thinking beyond specific features or tasks in isolation.
- Fully imagine and describe users of the software

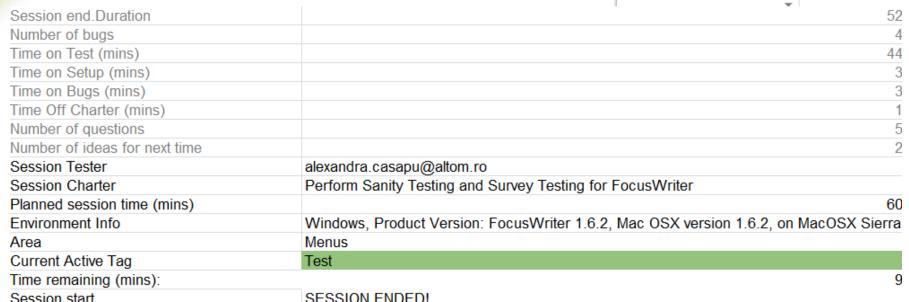
#### Note taking/ Reporting

Not just pass/fail count: what you did. Why you did it. What you saw. What
questions and ideas you had. Any frustrations/blocks.

### **SBTM** [SBTM]

- Jonathan Bach course on Session Bases Test Management
- Example:
  - Applied: Sanity and Survey Testing Focus Writer.
  - Software: Focus Writer.

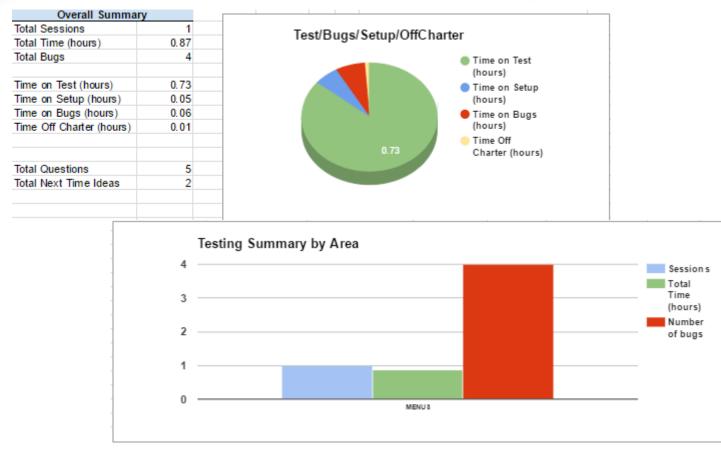
#### Computed metrics



### **SBTM** [SBTM]

Jonathan Bach – course on Session Based Test Management [RapidSoftwareTestingCourse\_Altom]

- **Example:** 
  - Applied: Sanity and Survey Testing Focus Writer.
  - Software: Focus Writer.



### **SBTM** [SBTM]

- Tabara de testare 2016
- Example:
  - Software: OpenOfficeImpress.



OpenOffice 4.1.2

OpenOffice Document Recovery

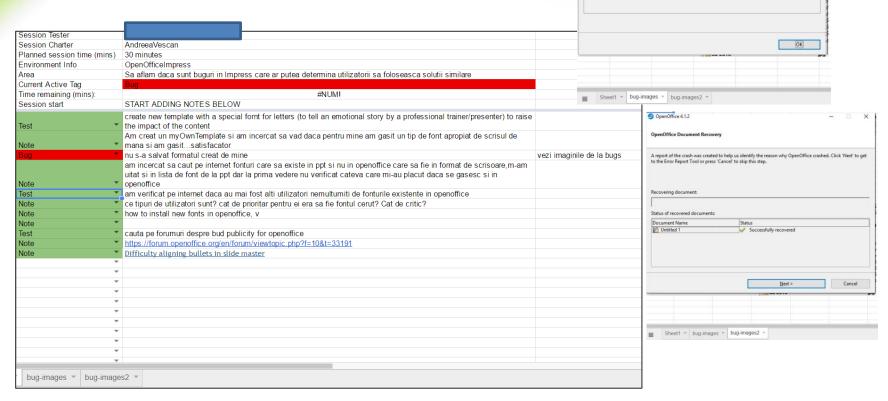
Ine following files will be recovered:

Untitled 1

Due to an unexpected error, OpenOffice crashed. All the files you were working on will now be saved. The

next time OpenOffice is launched, your files will be recovered automatically.

Computed metrics

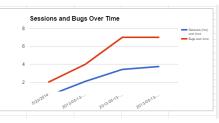


#### **SBTM**

- Lecture 12
- Use SBTM for an open source application
- SBTM template available here:
  - https://drive.google.com/a/altom.ro/previewtemplate?id=0AqkdNwZsfwrdHlfYTRSN3FKQzlVenBYWUhZUk44REE&mode=public&ddrp=1#
  - Instructions how to use the template
    - <a href="http://altom.ro/blog/version-2-1-of-the-sbtm-session-template-was-released">http://altom.ro/blog/version-2-1-of-the-sbtm-session-template-was-released</a>
    - <a href="http://altom.ro/itester#SBTM">http://altom.ro/itester#SBTM</a>

 https://docs.google.com/spreadsheets/d/1iyuDZylNzaNOf6fimpVUqDC7RVehrq6k7u8sMC36ks/edit#gid=0





#### **Session Based Test Management** [SBTM]

Demo: Session Testing

Mission: Secret mission

Time: 20 minute

Debriefing: PROOF

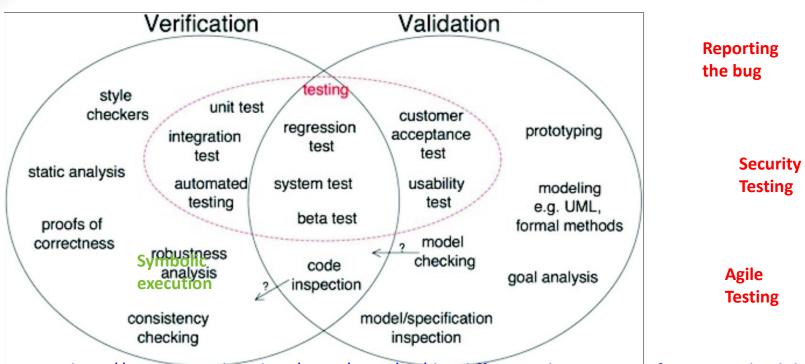
Past + Results + Outlook + Obstacles + Feeling

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- Sales paradigm SSVV
- Surprises!

### Sales paradigm - SSVV

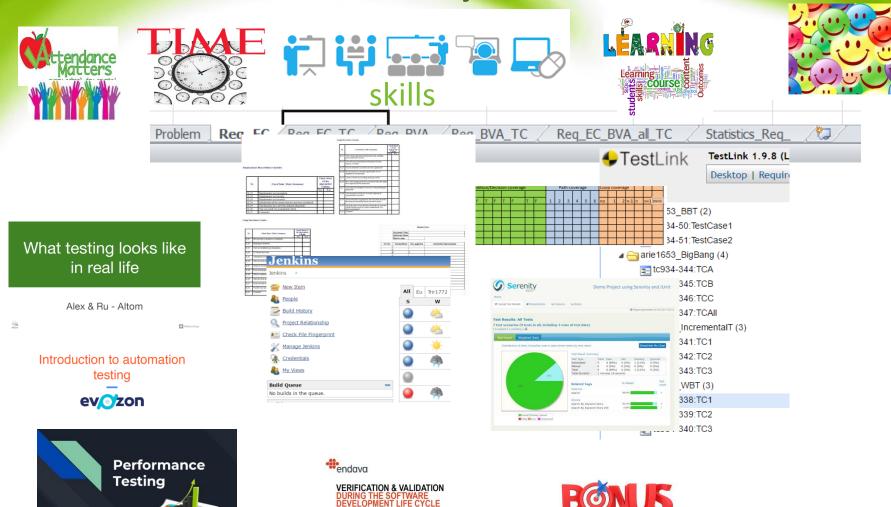
Motivate the STUDENT - what you will learn!



### Sales paradigm - SSVV

PRESENTERS:

Overcome STUDENTS's objections



• Thank You For Your Attention!