Review Test Submission: Quiz 9

User	Kevin Michael Wong
Course	XLS-CS-265-001/2/3/4/5/6-XLIST-201815
Test	Quiz 9
Started	11/18/18 5:15 PM
Submitted	11/18/18 5:21 PM
Due Date	11/26/18 10:00 AM
Status	Completed
Attempt Score	50 out of 50 points
Time Elapsed	5 minutes out of 20 minutes
Results Displayed	All Answers

Question 1

2 out of 2 points

Test cases should include invalid input

Answers: True
False

Question 2

6 out of 6 points

Why do we test code?

Question 3

2 out of 2 points

It is a good idea to write down test cases for a function before writing a function

Answers: True
False

Question 4

2 out of 2 points

Assertions are used to state assumptions

Answers: True
False

Question 5 2 out of 2 points

After a bug is fixed, that code need not be tested again

Answers: True
False

Question 6 2 out of 2 points

Black box testing allows the programmer to write tests that exercise loop boundaries and every if-else branch

Answers: True
False

Question 7 2 out of 2 points

Programs should always exit as soon as they encounter an error

Answers: True
False

Question 8 2 out of 2 points

Programmers tend to overlook deficiencies in their own work

Answers: True
False

Question 9 2 out of 2 points

Programmers naturally assume their work is correct

Answers: True
False

Question 10 8 out of 8 points

What things does a debugger allow you to do?

Answers: a. Move the execution pointer around
b. Write test cases
c. Follow along in source code as the program executes
d. Step through your program, one line at a time
e. Set breakpoints

f. Edit your code

g. Change the value of variables

h. Evaluate any expression (involving variables currently in scope)

i. Set command-line arguments

j. Let us see where an executable crashed

Question 11 2 out of 2 points

Complete testing (testing all possible inputs) is often used to prove that a program works

Answers: True

False

Question 12 2 out of 2 points

If you write good test cases for a function before you write the function, then you don't need to add test cases when you've finished the function

Answers: True

False

Question 13 16 out of 16 points

Mark the general guidelines of a good interface discussed in the text

Answers: a. Provide enough functionality so that the user needn't be aware of implementation details

b. Minimise side-effects. Document those that exist

c. Use prototypes

d. Resource management

e. Be consistent

f. Error handling

g. Should provide no more functionality than is necessary

Sunday, December 2, 2018 10:43:30 PM EST

← OK