# Part 1

This week my “Software Engineering: Introduction” course was about Testing. It was the most interesting week so far. There were lots of videos about what testing is, why do we need it, what kind of testing exists, and the most important for me, how to write more testable code and how to refactor it in a more testable manner. Other positive aspect in this week was providing a tool for testing which is convenient. This tool will be useful not only for testers, but for every developer due to its large number of features. One of the most important is the ability of watching the code covered with tests among the others.

All this week’s material was new to me. Despite this I had no difficulties in understanding it. This week seems to be just fine for me, so there is nothing I’d change.

# Part 2

This time I am giving a feedback on a Savelii’s report. He told us about the difference between some key thread’s terms. His report was short and clear. No difficulties in understanding his speech at all. Of course, his report wasn’t flawless. The main defect I paid my attention to, was the way he presented the information. Doing it in Paint is an absolute disaster. If I were him, I’d made some animations in PowerPoint rather than what he did.