

1) ~~a. bahasa~~ c. bahasa Latin

$$\text{Fun number} \langle \text{hit} : \text{int} \rangle \in$$
~~Answer~~ IF ~~Case~~ bit 3 == 0)

~~return~~ PrintLn "Hello"

use IF ($10 \% 5 == 0$)

Prunella "Lai"

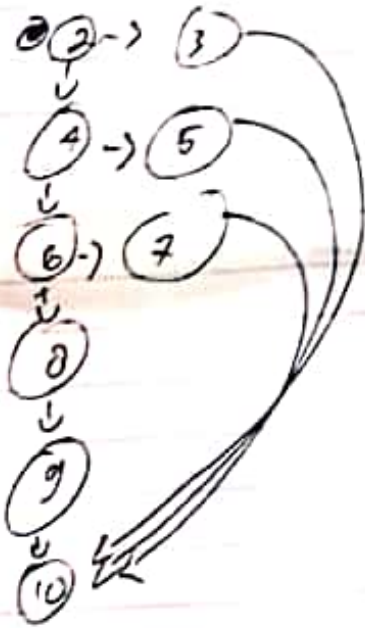
```
else if (b11 % 7 == 0)
```

pratta" hai badi"

else

putting "do something"

b. Dari grafiknya



d. in derer Zahl

2. 2, 3, 10

2. 2, 4, 5, 10

3. 2, 4, 6, 8, 10

4. 2, 4, 6, 8, 9, 10

C. parviflorum CC

$$V(G) = E - N + 2$$

$$v(6) = 11 - 9 + 2$$

$$v\langle 6 \rangle = 11 - 7$$

$$v(G) = 4$$

2/

2. Deep ERF integration = A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z
Breadth - ERF integration = A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

3) Good test strategy means to ensure that the program is working as intended and that the test results are reliable and valid.

4) ~~test strategy~~

test strategy Alpha test

- 1) Defect removal program for new and existing
- 2) new and existing
- 3) new and existing

test strategy Alpha

- 1) new and existing
- 2) new and existing

test strategy Beta

- 1) program defect removal program
- 2) new and existing
- 3) user group adaptation and

test strategy Beta

- 1) new and existing
- 2) new and existing

5) ~~test strategy~~ based on the following

- 1) Identify = Identify the test strategy
- 2) Design = Design the test case
- 3) Build = Implement the test case and run the test
- 4) Execute = Execute the test
- 5) Compare = Compare the test results with the expected results