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Written Homework 4

12/3/13

1) Test Plan: For Program #4 – create a test plan of all of the values that the

user should type in to test out the different conditions in th is program.

The test plan should make sure that every line of code ends up getting

executed and all boundary conditions tested. It should make a list of all of

the types of information the user should enter and what the expected

results will be. I would suggest building a table such as this:

Test Case(s) Expected Result Verified

Results

|  |  |  |
| --- | --- | --- |
| Test Case(s) | Expected Result | Verified  Results |
| User Enters in No Data | Will be prompted to enter data | User not prompted |
| User Enters in Int when asked for chars | Seg Fault | Program crashed |
| Enter in too many chars for game | Chars will be cut off | All chars were included |
| Try to delete a game | Game removal not implemented | Same result |
| Add a duplicate game | Will work | Same result |

2) Ethics. There are many aspects of computer ethics. So far this term you

have thought about user friendliness, security and identity theft, and

internet ethics. Now let’s talk about what you think is ethical vs. unethical

behavior for working on homework assignments. When we talk about

cheating, why is it important for a student to do their own work? Why is it

unethical to copy from another? Write 5 complete sentences with your

thoughts.

It is important a student do their own work and not copy another student for a variety of reasons. One reason is that the student will not learn anything from using another student’s work. If and when it comes time for an exam or test, using another student’s work will definitely backfire on the student as there isn’t enough information learned from the material to do well. It is unethical to copy another students work because of the rules being broken set in the syllabus and the university.

3) Terminology. Understanding computer science terminology is an

important part of communicating with others in the field. Define the

following terms and then find 3 other terms that haven’t been used in

lecture and define them in your own words.

a. Pointers

A [variable](http://www.webopedia.com/TERM/V/variable.html) that contains the address of a location in [memory](http://www.webopedia.com/TERM/M/memory.html).

b. Dynamic Memory

Memory allocated during runtime.

c. Constructors

Initialize data members to a constant zero.

d. Destructors

Destroy the variables, garbage collection

e. Deallocating Memory

Free up the memory to be used again.

f. Object

A location in memory containing a value and called by an [identifier](http://en.wikipedia.org/wiki/Identifier).

g.Inheritance

Is a way to establish relationships between classes or objects

h. Binding

Binding is the correlation of objects (data and/or code) with specific identifiers