

Name: _____

5. (a) Describe a form of testing that does not require a computer? How effective is it and when would you use it?
- (b) How is encapsulation important? What is its impact on the design and testing phases?
- (c) One principle of object-oriented design is having a low number of interfaces. Why is this beneficial?

6. (a) What are function points and how are they used?
- (b) What is cyclomatic complexity and how is it used?
- (c) What is regression testing and how are test cases chosen for it?

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9. (a) What is the specialization index of a class? What is it indicative of?
- (b) How can formal methods be used in the verification and validation process?
- (c) What is the difference between verification and validation?

10. (a) How does user-based testing differ from thread-based testing?
- (b) What are the advantages and disadvantages of code reuse?
- (c) Describe what needs to be tested for classes that are sub-classed from other classes. That is, what are some tests that are associated with inheritance?

