

5 Software and Interface Design (AFB)

(a) Define briefly, for each of the following techniques, what its purpose is and how it is conducted.

(i) Regression testing

(ii) A/B testing

(iii) Unit testing

(iv) Load testing

[12 marks]

(b) Although each of these techniques can provide new information of value to a software project, costs can be reduced if information is available earlier in the design cycle. For each of the four techniques in part (a), suggest a method by which some of the resulting information could be obtained earlier in the project.

[8 marks]