

COMPUTER SCIENCE TRIPOS Part IA – 2016 – Paper 2

6 Software and Interface Design (AFB)

Imagine you have been commissioned to design a system that will help students learn how to test and debug software in a typical classroom situation.

- (a) Explain the difference between testing and debugging. [2 marks]
- (b) Name *four* different approaches to testing, giving a brief definition of *each*. [8 marks]
- (c) Prepare a preliminary design, as suited to the inception phase of a project, that could be presented to the client who has commissioned this educational testing application. You should include *two different kinds of diagram*, so that the client understands the overall structure of the proposed user interaction, and also the kinds of data that will be processed and stored when the system is operational. [10 marks]