COURSE DETAIL

SOFTWARE TESTING AND VERIFICATION
Country Netherlands
Host Institution Utrecht University
Program(s) Utrecht University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Computer Science
UCEAP Course Number 120
UCEAP Course Suffix
UCEAP Official Title SOFTWARE TESTING AND VERIFICATION
UCEAP Transcript Title SOFTWARE TESTING
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description
This course investigates core concepts and theories of testing software. Students are able to define testing as a goal direct process, and thereby are able to test programs more effectively. The course introduces a number of basic techniques, so that students are able to select the right technique in a particular case. Specifically, the course addresses testing of games. Testing a program exhaustively is seldom feasible. In some application areas it is important to minimize the risk of errors and therefore program logic is covered. Such logic can proof programs without testing them. This course trains students to understand the abstraction and discipline that is needed to understand program logic. Themes covered in the course include: various concepts of test coverage testing levels (unit, integration, system, acceptation) testing techniques (property-based, partition, syntax driven, record-and-replay, mutation).

Language(s) of Instruction
English

Host Institution Course Number
INFOB3STV

Host Institution Course Title
SOFTWARE TESTING AND VERIFICATION

Host Institution Campus
Science

Host Institution Faculty

Host Institution Degree

Host Institution Department
Information and Computing Sciences

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