# **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

**Print**