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 Course Details

Host Institution Campus
Science

Host Institution Faculty

Host Institution Degree

Host Institution Department
Information and Computing Sciences

Course Last Reviewed

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