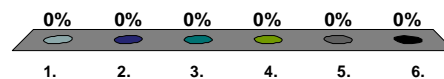


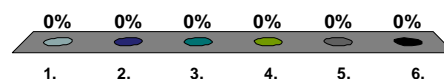
## What is verification?

1. Proving that each method does its calculations correctly
2. Proving that all deadlines are met
3. Proving that all threads do their calculations correctly
4. Checking that our system does what the user wants
5. All of the above
6. 1, 2, and 3



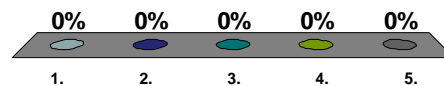
## What is validation?

1. Proving that each method does its calculations correctly
2. Proving that all deadlines are met
3. Proving that all threads do their calculations correctly
4. Checking that our system does what the user wants
5. All of the above
6. 1, 2, and 3



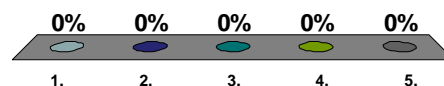
What approach is recommended for developing real-time concurrent systems?

1. Priority-based preemptive
2. Incremental iterative
3. Recursive
4. Rate monotonic
5. Event monitoring



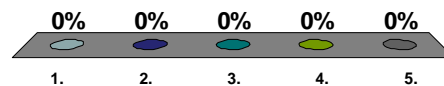
What is the Heisenberg's Observer Effect?

1. Football trophy rules
2. Airship disaster avoidance
3. Quantum mechanics uncertainty principle
4. German city's regulations
5. Event monitoring system changes



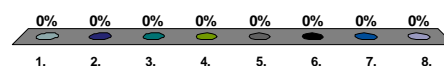
Proving that all our threads always meet their deadlines is:

1. A piece of cake
2. Done using rate monotonic scheduling
3. Proof by construction
4. 2 or 3
5. Beyond the scope of this course



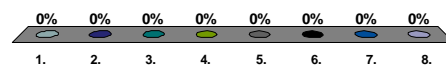
Testing your TFTP client with DATA packets of 512 and 0 bytes of data is an example of:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



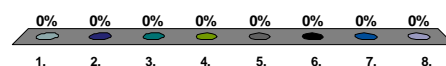
Logging information about each file transfer in a TFTP server log is an example of:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



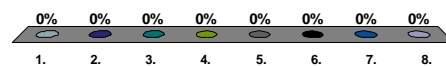
Testing each method in a class is an example of:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



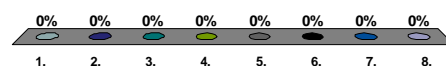
Writing a test program to test each method in a class is an example of:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



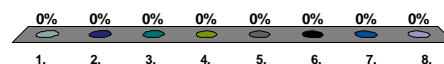
Putting a println statement in the methods you haven't yet completed is an example of:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



Testing that IT2 still works properly  
when testing IT4 is:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



Testing that, in a loop,  $i$  (loop counter)  
+ number of items left to check =  $n$  is:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring



If you developed the client and server independently, testing them together is:

1. stub
2. invariant
3. driver
4. unit testing
5. boundary condition
6. regression testing
7. integration testing
8. event monitoring

