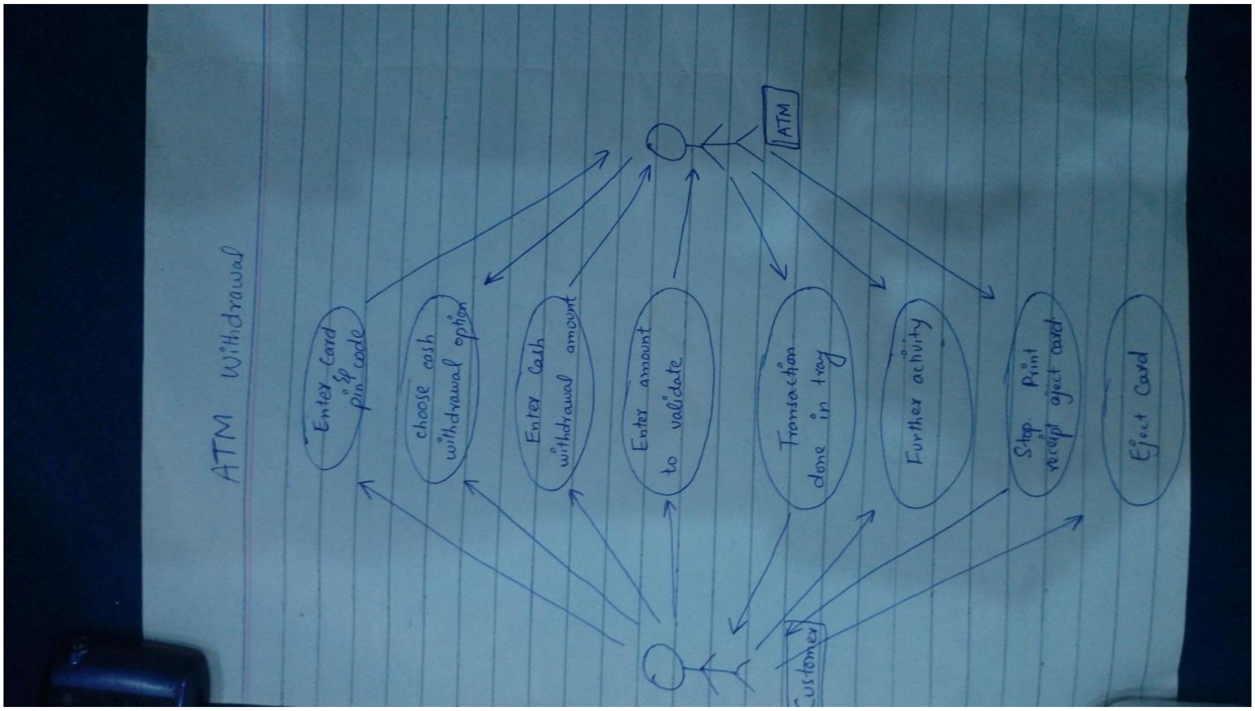
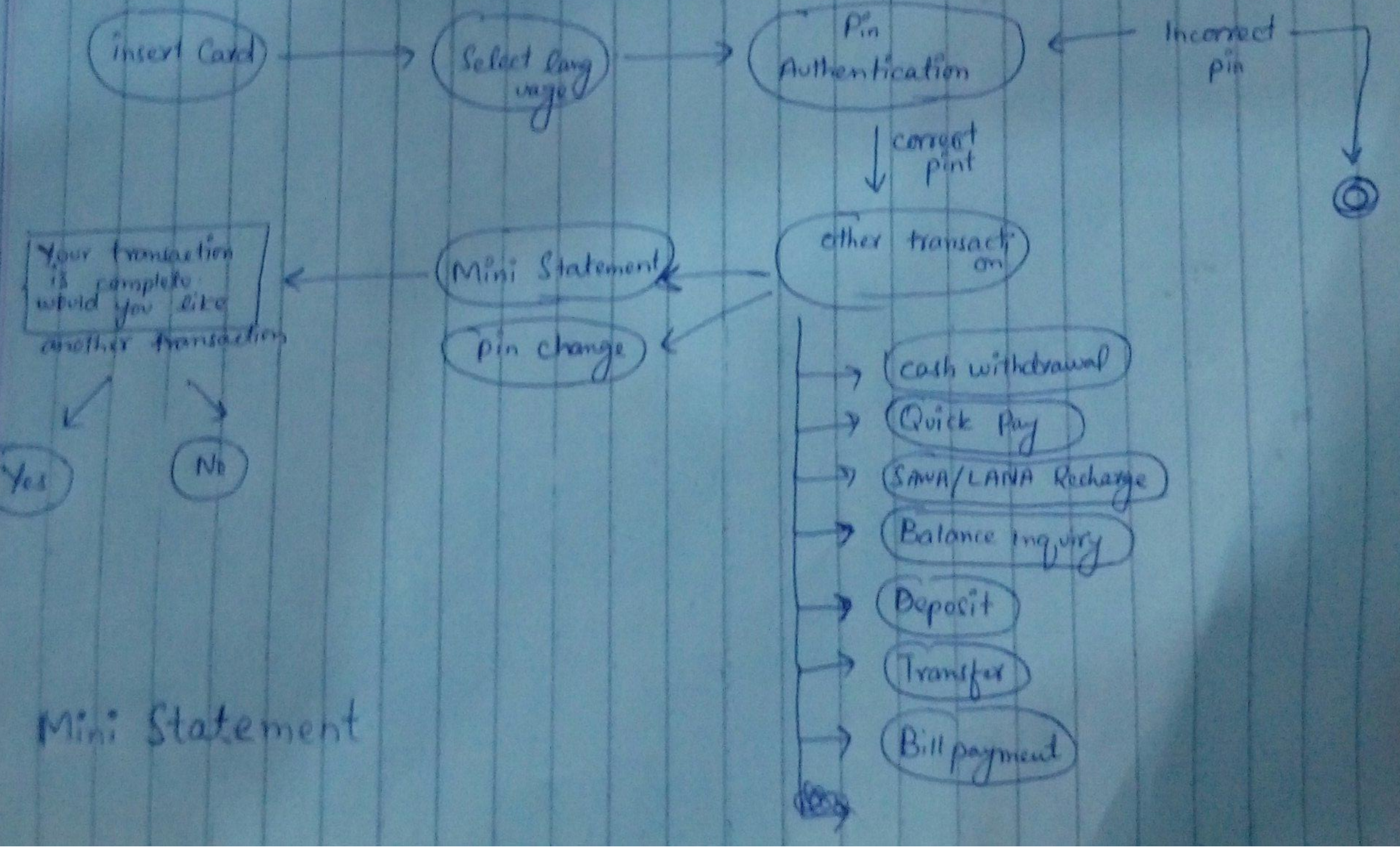
Name: aman ullah

Id: 14303

Answerno.1





Mini Statement

AnswerNo.2

Expection during this whole process:

When I make a personalized software for a consultancy firm and some component of software I have alredy and some part of code search from internet is difficult because this type of software gave a lot of error and will difficult to find error.the errors are very complex and try for finding error waste a lot of time.

It will be to code from yourself and also from internet because of two dofferent terminologies.

The problems I might face is that the following:

Finding error is very difficult for me.

There will create a lot of issues from different concept.

The error will very complex.

you overcome for those problems:

consultant with a professional.

Understand the use code concept completely.

Answerno.3

(1)

Tasks and Work Products

Task:

A well-defined work assignment for a role.

The project manager or team leader assigns a task to a role.

The participant who is assigned the role carries out the task.

Manager monitors its progress and completion.

Groups of related tasksare called activities.

Work Product:

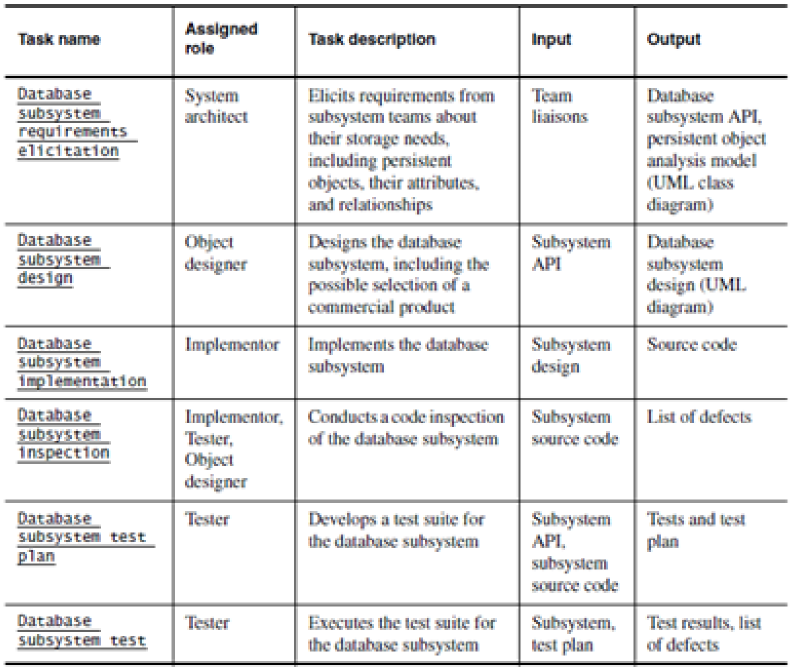
A tangible item that results from a task.

Any work product to be delivered to the client is called a deliverable.

Work products that are not visible to the client are called internal work Products.

Example:

include an object model, a class diagram, a piece of source code, a document, or parts of documents.



Task name	Assigned role	Task description	Input	Output
Database subsystem requirements elicitation	System architect	Elicits requirements from subsystem teams about their storage needs, including persistent objects, their attributes, and relationships	Team liaisons	Database subsystem API, persistent object analysis model (UML class diagram)
Database subsystem design	Object designer	Designs the database subsystem, including the possible selection of a commercial product	Subsystem API	Database subsystem design (UML diagram)
Database subsystem implementation	Implementor	Implements the database subsystem	Subsystem design	Source code
Database subsystem inspection	Implementor, Tester, Object designer	Conducts a code inspection of the database subsystem	Subsystem source code	List of defects
Database subsystem test plan	Tester	Develops a test suite for the database subsystem	Subsystem API, subsystem source code	Tests and test plan
Database subsystem test	Tester	Executes the test suite for the database subsystem	Subsystem, test plan	Test results, list of defects

Example Tasks for Database System

(2)

I go for Fault Detection technique in the Testing Phase FOR SOLVING THIS PROBLEM because it debugging and testing, are uncontrolled

and controlled experiments, respectively, used during the development process to identify erroneous states and find the underlying faults before releasing the system. Fault detection techniques assist in finding faults in systems, but do not try to recover from the failures caused by them. In general, fault detection techniques are applied during development, but in some cases they are also used after the release of the system.

(3)

Techniques are performed by the developer:

There are many techniques for increasing the reliability of a software system:

Fault avoidance techniques:

It try to detect faults statically, that is, without relying on the execution of any of the system models, in particular the code model. Fault avoidance tries to prevent the insertion of faults into the system before it is released. Fault avoidance includes development methodologies, configuration management, and verification.

Fault detection techniques:

such as debugging and testing, are uncontrolled and controlled experiments, respectively, used during the development process to identify erroneous states and find the underlying faults before releasing the system. Fault detection techniques assist in finding faults in systems, but do not try to recover from the failures caused by them. In general, fault detection techniques are applied during development, but in some cases they are also used after the release of the system. The blackboxes in an airplane to log the last few minutes of a flight is an example of a fault detection technique.

Fault tolerance techniques:

It assume that a system can be released with faults and that system failures can be dealt with by recovering from them at runtime. For example, modular redundant systems assign more than one component with the same task, then compare the results from the redundant components. The space shuttle has five onboard computers running two different pieces of software to accomplish the same task

Test planning:

It allocates resources and schedules the testing. This activity should occur early in the development phase so that sufficient time and skill is dedicated to testing. For example, developers can design test cases as soon as the models they validate become stable.

Usability testing:

It tries to find faults in the user interface design of the system. Often, systems fail to accomplish their intended purpose simply because their users are confused by the user interface and unwillingly introduce erroneous data.

Unit testing:

It tries to find faults in participating objects and/or subsystems with respect to the use cases from the use case model.

Integration testing:

it is the activity of finding faults by testing individual components in combination.

Structural testing:

It is the culmination of integration testing involving all components of the system. Integration tests and structural tests exploit knowledge from the SDD (System Design Document) using an integration strategy described in the Test Plan (TP).

System testing:

It tests all the components together, seen as a single system to identify faults with respect to the scenarios from the problem statement and the requirements and design goals identified in the analysis and system design.

Functional testing:

It tests the requirements from the RAD and the user manual.

Performance testing:

It checks the nonfunctional requirements and additional design goals from the SDD. Functional and performance testig are done by developers.

Techniques are performed by the Client:

Acceptance testing and installation testing check the system against the project agreement and is done by the client, if necessary, with help by the developers.