

CS3733-D05 Final Study Guide

From the textbook, questions will come from 10-15. Areas to concentrate on are:

- What is the difference between a test case and a test suite?
- What is refactoring?
- Know some refactoring techniques, like removing duplicated code, renaming, etc. and how to apply them.
- User stories. Although we went over these at the beginning of the term, you might see a question that asks you to write a user story or two.
- Acceptance tests. Who writes them?
- I might ask you to write acceptance tests for a user story or use case scenario.

From the lectures, reading, and slides:

- Know how to perform textual analysis on a piece of text.
- Understand the basics of CRC cards. How to use them, how are they structured, what are advantages and disadvantages.
- Understand how to create a domain model with entity, control, and boundary objects.
- Know what symbols are used for the above type of objects.
- Know how to draw a sequence and collaboration diagram and how to convert one to the other.
- Know how to draw and understand a class diagram.
- Design patterns: Know what they are. Know how they are described (Synopsis, Context, Forces, Solution, Consequences, Related Patterns).
- You should be able to describe and illustrate the Adapter pattern, Façade pattern, and Observer pattern.
- Know the three different types (levels) of testing and what happens in each, and who is responsible. (Unit, Integration, System Acceptance).
- You should be able to answer questions from the Parnas and Clements article about how to fake the ideal process.