

Pictures at CSEE&T 2016

Panels & Presentations

Day 2, April 6



































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The Bottom Line

Are we teaching our students what they need to know about testing?

Are there any "popular" testing techniques that are of little practical value?

Are there any inherently good testing techniques that would be strongly advocated for industry use?





















Teaching Method (2 of 11)

Context – Difficulties

- **Requirements** classes:
 - low ability to work in teams.
 - little capacity to establish connection between others disciplines within the software engineering.
 - low capacity for reflection and interpretation software solutions needs.
 - difficulty of abstraction between business and solution.





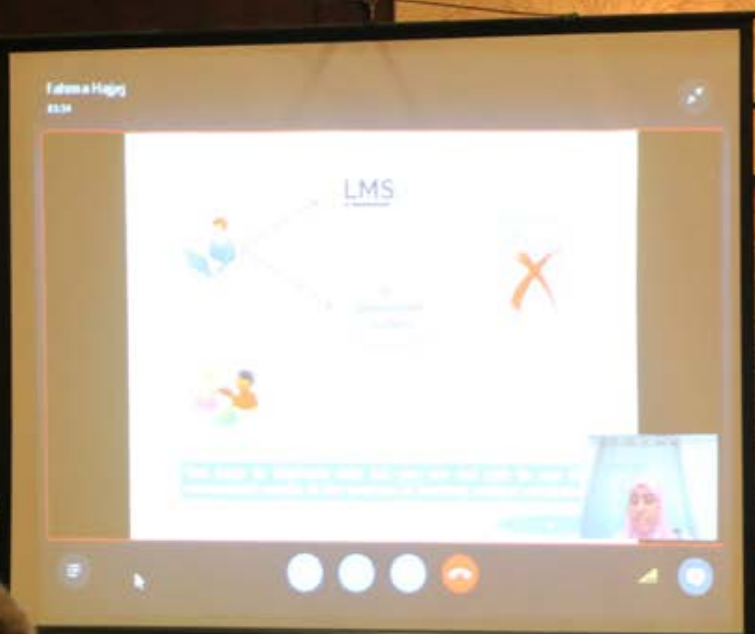
[RQ1] Assessment tools for programming assignments

Stage 1	Execution of the compilation of the databases	294 results
Stage 2	Removal of unavailable data and papers	285 papers
Stage 3	Retrieving the title and abstract of the papers	101 papers
Stage 4	Loading the full papers	49 papers
Stage 5	Flagging methods	30 tools





EXIT











Old Chapter Details

One 90-minute Lecture per Week

One 90-minute Tutorial Session per Week
in different sections to accomodate up to

Six Mandatory Assignment Sheets

Mandatory Student Presentations

Mandatory Pool Exercises

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Final Exam determines grade







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