

University of Illinois at Urbana-Champaign
Dept. of Electrical and Computer Engineering

ECE 220: Computer Systems & Programming

Testing and Examples

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Review from 120: A Necessary Skill: Testing Code

How do you know that your program works?

There's only one correct answer: test it!*

Brooks' Rule of Thumb

- 1/3 planning and design
- 1/6 writing the program
- **1/2 testing**

Just because your program compiles
does not mean your program works!

*Becoming a good tester will take years.
Don't worry if it seems tough.

2

Code Must Always Be Tested

But how do you test code?

3

Testing Goal: Identify and Eliminate Unwanted Behavior

Lots of room for error in difficult problems:

- software specification,
- writing code based on a specification, and
- coming up with strategies for testing.

Be careful about getting too wrapped up
in the theory of testing.

Instead, focus on the goal: to **identify and eliminate unwanted behavior**.

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