



Teaching Guide				
Identifying Data				2022/23
Subject (*)	Software Verification and Validation	Code	614G01053	
Study programme	Grao en Enxeñaría Informática			
Descriptors				
Cycle	Period	Year	Type	Credits
Graduate	1st four-month period	Fourth	Optional	6
Language	Spanish			
Teaching method	Face-to-face			
Prerequisites				
Department	Ciencias da Computación e Tecnoloxías da InformaciónComputación			
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Lecturers	Cabalar Fernandez, Jose Pedro Castro Souto, Laura Milagros Perez Vega, Gilberto	E-mail	pedro.cabalar@udc.es laura.milagros.castro.souto@udc.es gilberto.pvega@udc.es	
Web	campusvirtual.udc.es			
General description	<p>This subject is intended to master the current solutions in Software Engineering for the validation and verification of software. This includes:</p> <ul style="list-style-type: none"> - knowledge of functional and non-functional techniques and tools for software validation at all levels (unit, integration, system); - knowledge of techniques and tools for automatic reasoning; and - knowledge of techniques and tools for formal verification. 			

Study programme competences	
Code	Study programme competences
A28	Capacidade de identificar e analizar problemas, e deseñar, desenvolver, implementar, verificar e documentar solucións s'oftware sobre a base dun coñecemento adecuado das teorías, modelos e técnicas actuais.
B1	Capacidade de resolución de problemas
B3	Capacidade de análise e síntese
C2	Dominar a expresión e a comprensión de forma oral e escrita dun idioma estranxeiro.
C3	Utilizar as ferramentas básicas das tecnoloxías da información e as comunicacións (TIC) necesarias para o exercicio da súa profesión e para a aprendizaxe ao longo da súa vida.
C6	Valorar criticamente o coñecemento, a tecnoloxía e a información dispoñible para resolver os problemas cos que deben enfrontarse.
C7	Asumir como profesional e cidadán a importancia da aprendizaxe ao longo da vida.
C8	Valorar a importancia que ten a investigación, a innovación e o desenvolvemento tecnolóxico no avance socioeconómico e cultural da sociedade.

Learning outcomes			
Learning outcomes			Study programme competences
Ability to identify and analyse problems, and to design, develop, implement, validate and document software solutions on the basis of an deep understanding and knowledge of modern theories, models and techniques.			A28 B1 C2 B3 C3 C6 C7 C8

Contents	
Topic	Sub-topic



Part I: Software Validation	<p>I.1 Test specification, design and execution</p> <p>I1.1. Levels and types of tests</p> <p>I1.2. Properties and traceability of requirements</p> <p>I1.3. Automation</p> <p>I.2 Test management: planning, assessment, metrics and reviews</p>
Part II: Formal methods and automatic reasoning	<p>II.1 Introduction: natural deduction and calculus of sequences</p> <p>II.2 Automatic proofs using PVS</p> <p>II.3 What is a theorem prover and what is it used for?</p> <p>II.4 PVS specification language: types, expressions, theories, subtyping</p> <p>II.5 PVS prover: tactics, recursion, equational reasoning</p>
Part III: Model checking	<p>III.1 Introduction to modal temporal logic</p> <p>III.2 Properties specification: deadlocks, safety, liveness, fairness</p> <p>III.3 How a model checker works</p> <p>III.4 Introduction to the use of a model checking tool</p>

Planning

Methodologies / tests	Competencies	Ordinary class hours	Student's personal work hours	Total hours
Guest lecture / keynote speech	B3 C2 C7 C8	21	26.25	47.25
Laboratory practice	A28 B1 B3 C2 C3 C6	14	35	49
Supervised projects	A28 B1 B3 C2 C3 C6	7	7	14
Objective test	B1 B3 C6	3	31.5	34.5
Personalized attention		5.25	0	5.25

(*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies

Methodologies	Description
Guest lecture / keynote speech	Master class where the theoretical contents of the study programme are presented.
Laboratory practice	Hands-on work sessions in the lab.
Supervised projects	Student assignments to be done during reduced-group classes.
Objective test	Written test.

Personalized attention

Methodologies	Description
Objective test Supervised projects Guest lecture / keynote speech Laboratory practice	<p>Questions/answers about the theoretical/practical aspects of the subjects, during the corresponding office hours of each teacher.</p> <p>Part-time students should be able to follow this subject without issues, given that attendance is not mandatory nor awarded qualification. However, part-time students are responsible for keeping up-to-date with the materials posted on the Moodle platform, as well as the assignments to be handed in. When the assignments are to be handed in by means other than telematic, they will be set up between part-time students and teachers to the best both their schedules allow (and also, of course, attending to the hygienic-sanitary recommendations at the time).</p>

Assessment

Methodologies	Competencies	Description	Qualification
Objective test	B1 B3 C6	Written test, up to a maximum of 4 points in the final score. A minimum of 2 points is required to pass.	40



Supervised projects	A28 B1 B3 C2 C3 C6	Presentation and participation in student assignments, performed during reduced-group classes, up to a maximum of 2 points in the final score. These are not compulsory to pass.	20
Laboratory practice	A28 B1 B3 C2 C3 C6	Hand in and presentation of hands-on student assignments, up to a maximum of 4 points in the final score. These are not compulsory to pass.	40

Assessment comments

In the first opportunity, students that do not reach the minimum in the objective test, will receive the mark they obtain in that objective test.

In the second opportunity, the objective test will have a weight of 80% for those students which continuous and lab evaluation sums up less than 1 point, in order to guarantee their right to pass the subject.

In compliance with the academic rules at UDC that apply to part-time students, physical presence in the classroom/laboratory will not be regarded as a qualification element. That is to say, students may officially apply to be dismissed from attending lectures and laboratory practices. All in all, part-time students will still need to comply with deadlines established for supervised projects and laboratory projects.

Sources of information

Basic	<ul style="list-style-type: none"> - Hébert, Fred (2019). Property-based testing with PropEr, Erlang, and Elixir : find bugs before your users do. The Pragmatic Bookshelf - Mordechai Ben-Ari (2012). Mathematical Logic for Computer Science. Springer - Peter Farrell-Vinay (2008). Manage software testing. Auerbach - Gerard J. Holzmann (2003). The SPIN model checker: primer and reference manual. Addison-Wesley - Kent Beck (2002). Test Driven Development (By Example). Addison-Wesley - Ron Patton (2001). Software testing. Sams - Mordechai Ben-Ari (2001). Mathematical Logic for Computer Science. Springer - Zohar Manna and Amir Pnueli (1995). The Temporal Logic of Reactive and Concurrent Systems. Safety. Springer - Zohar Manna and Amir Pnueli (1991). The Temporal Logic of Reactive and Concurrent Systems. Specification. Springer
Complementary	

Recommendations

Subjects that it is recommended to have taken before

Software Design/614G01015
 Concurrency and Parallelism/614G01018
 Software Process/614G01019
 Software Architecture/614G01221
 Requirements Engineering/614G01222
 Quality Assurance/614G01223

Subjects that are recommended to be taken simultaneously

Knowledge Representation and Automatic Reasoning/614G01036
 Theoretical Computer Science/614G01039
 Development Methodologies/614G01051

Subjects that continue the syllabus

Software Development Projects/614G01226

Other comments

(*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.