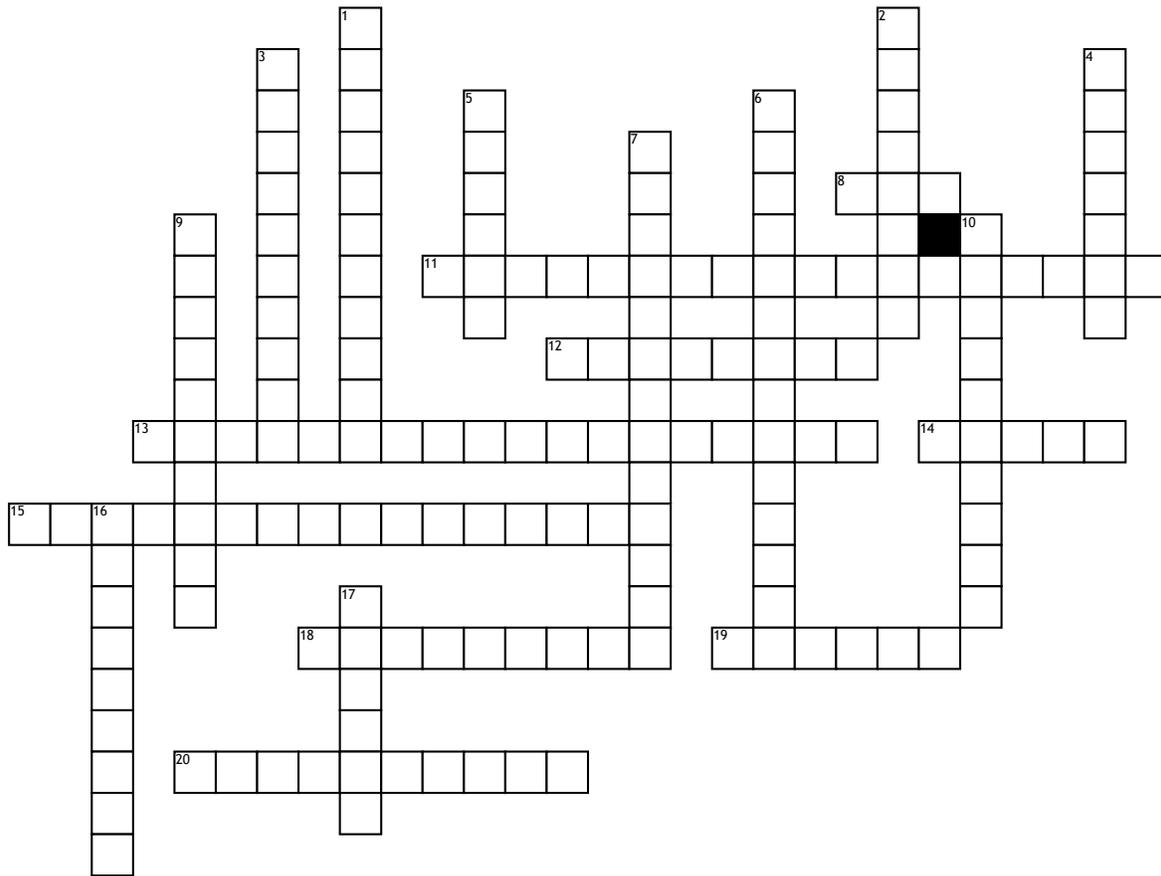


BCS Software Languages



Across

8.) is a software development process that relies on the repetition of a very short development cycle: Requirements are turned into very specific test cases, then the software is improved to pass the new tests, only.

11. ... is a branch of machine learning that focuses on the recognition of patterns and regularities in data, although it is in some cases considered to be nearly synonymous with machine learning

12. s data which has been specifically identified for use in tests, typically of a computer program. Some data may be used in a confirmatory way, typically to verify that a given set of input to a given function produces some expected result.

13.) is the practice of testing a computer system, network or Web application to find vulnerabilities that an attacker could exploit

14. An ordered series or arrangement.

15. ... is a method of changing from an existing system to a new one. ... is a changeover process that takes place in stages.

18. Relating to or involving a program or routine of which a part requires the application of the whole, so that its explicit interpretation requires in general many successive executions.

19. ... method is a prioritisation technique used in management, business analysis, project management, and software development to reach a common understanding with stakeholders on the importance they place on the delivery of each requirement

20. ... in project management refers to changes, continuous or uncontrolled growth in a project's scope, at any point after the project begins. This can occur when the scope of a project is not properly defined, documented, or controlled.

Down

1. A person with an interest or concern in something, especially a business

2. A set of linguistic items that form mutually exclusive choices in particular syntactic roles

3. A notation resembling a simplified programming language, used in program design.

4. An accumulation of uncompleted work or matters needing to be dealt with.

5. The structure of statements in a computer language.

6. is a formal proclamation of four key values and 12 principles to guide an iterative and people-centric approach to software development.

7. Looking back on or dealing with past events or situations

9. The quality of being the only one of its kind

10. A skeletal three-dimensional model in which only lines and vertices are represented

16. Designed to detect and destroy computer viruses

17. A computer or computer program which manages access to a centralised resource or service in a network.