

Programmer's and Code Inspectors' Checklist:

- ❑ Is every array index and pointer arithmetic operation...
 - Okay given the preconditions and data assumptions?
 - Checked for size before data is entered into the buffer?
- ❑ Is every library function call...
 - A safe library function call?
 - Given the correct input in terms of number of characters or size of the buffer? Be careful of off-by-one errors.
- ❑ Has all reused code...
 - Been inspected for buffer overflow problems?
 - Been checked for differences in data size such as the difference between ASCII and UNICODE?

Tester's Checklist:

- ❑ Were all string inputs tested with a very long string to see if...
 - The program crashes?
 - Data is corrupted?
- ❑ Were all non-string buffered inputs tested with too much data to see if...
 - The program crashes?
 - Data is corrupted?
- ❑ Were all inputs that get reformatted into a buffer tested...
 - With their maximum and minimum values?
 - On the boundaries of all other partitions (i.e. you should test something with zeros in it like 4005 or 4000 for a program that converts decimal integers to ternary strings)?
- ❑ Was all of the new code tested...
 - On every platform that the software is intended to run on?
 - With all possible settings that could affect it?
- ❑ Was all of the old code tested...
 - Under the new assumptions?
 - With any changes in data size such as the difference between ASCII and UNICODE?
 - On every platform that the software is intended to run on?