Testing Manual
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1 Testing Plan

After the development of the program is finished, the program has to be tested for further fixes and alterations to be meet production quality.

This document outlines the procedures to conduct tests and make the necessary changes to the final product. The correctness of the program's output and behavior is determined from the homework [website](#).

2 Test Strategy

Aside from simply try to load a seed file and run it, the tester should try to use different combinations of commands, such as running the color changer while change view.

For each test there should be a clear expected output to compare to. Such information should be determined in combination of the manual and the course website.

3 Out Comes

For each test conducted, one should be clearly determine the readiness of going production.

1, Ready – marked as a green bar: No changes needed for the given function

2, Need alteration – marked as a yellow bar   Some changes needed

3, Not ready – marked as a red bar   Should be rewritten