**<< Sandwich Maker >>**

Test Guidelines

Version <2.0>

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**Revision History**

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**Table of Contents**

**Revision History............................................................................................................................ 0**

**Contents......................................................................................................................................... 1**

[1.0. Introduction 2](#_Toc125390373)

[1.1. Purpose of Document 2](#_Toc125390374)

[1.2. Scope 2](#_Toc125390375)

[1.3. Glossary 2](#_Toc125390376)

[1.4. References 2](#_Toc125390377)

[1.5. Overview of Document 3](#_Toc125390378)

[2.0. Goals of Testing 4](#_Toc125390379)

[2.1 Goals 4](#_Toc125390380)

[3.0. Testing Standards 4](#_Toc125390381)

[3.1 Standards 4](#_Toc125390382)

[4.0. Key Measures 5](#_Toc125390383)

[4.1 Measures 5](#_Toc125390384)

[5.0. Test Completion Criteria 6](#_Toc125390385)

[5.1 Completion Criteria 6](#_Toc125390386)

[6.0. Defect Management Guidlines 6](#_Toc125390387)

[6.1 Defect Management 6](#_Toc125390388)

[7.0. Change Management Criteria 6](#_Toc125390389)

[7.1 Change Management 6](#_Toc125390390)

# Introduction

## 1.1. Purpose of Document

This Test Guidelines will present detailed description of the “Sandwich Maker” System Testing aspects.

This document is intended for developers; and helps them to set and explains the test’s goals, criteria, measures, and standards which have a high priority for the testing the system.

## 1.2. Scope

This Test Guideline is associated with functionalities of the project, describing the take-away sandwiches ordering system called “Sandwich Maker” System.

Goals and standards of testing, key measures, defect managment, completion and change managment criteria are the aspecets, on which this document focus on, in order to fully cover significant sides for futher Use-Cases tasting.

## 1.3. Glossary

|  |  |
| --- | --- |
| **Term** | **Definition** |
| Guest | Unauthenticated user, who need to Log in or Sign up first. |
| User | Customer or Assistant who are logged into the system. |
| Stop List | Menu positions and ingredients with availability changes. |
| Standard Position | Standard food item in the menu. (French fries, Coca-Cola, etc.) |
| Custom Sandwich | Sandwich generated from chosen ingredients by customer. |

## 1.4. References

* “SRS Sandwich Maker – version 5” - Software Requirements Specifications for “Sandwich Maker” System (version 5.0).
* „Test Case Sandwich Maker – version 1” – Test Case for “Sandwich Maker” System (version 1.0).

## 1.5. Overview of Document

The second chapter, the Goals of Testing section, helps to identify why testing is performed and used by the organization. gives an overview of the goals of the testing needed for establish a completion stage later.

The third chapter, the Testing Standards section, gives us an overview of all guidelines and standards to be used in the planning, design, implementation, execution, and evaluation activities including: Test Case standards, Naming Convention, Design Guidelines, Test Data standards.

The fourth chapter, the Key Measures section, definewhat kind of measures will be used to determine the progress of test activities (what type of defect counts are going to be used, how to measure successfully executed test cases).

The fifths chapter, the Test Completion Criteria section, identify recommended completion and evaluation criteria. The sixths chapter, the Defect Management Guidelines section, define in what way defects will be managed. The last chapter, the Change Management Criteria section, identify in what way test artifacts will be managed and maintained.

All these sections of the document describe the Sandwich Maker system’s testing aspects, but in different angles.

# 2.0. Goals of Testing

## Goals

First of all, the main goal of this testing is to identdify the quality of developed system in order to be confident that stakeholders (local residents) will be satisfied with the „Sandwich Maker” application. For high quality of testing and futher completing all bugs needs to be found and fixed as early as possible in order to make bug-free software.

Moreover, a significant aim is to validate whether the application is following the SRS (System Requirement Specification) Sandwich Maker document or not and make improvements if needed.

# 3.0. Testing Standards

## Standards

 Test Case standards identify the types of test cases that should be developed for testing, such as valid, invalid, boundary, etc.

Test Case standards:

* “Valid” Test Case – is a positive Test Case performing valid (acceptable) actions and using valid data. This type of Test Case validates whether the software does what it is supposed to do.
* “Invalid” Test Case – is a negative Test Case (also known as **error path testing or failure**) performed to “break” the software by performing invalid (unacceptable) actions or by using invalid data. This type of Test Case helps to identify more bugs and enhance the quality of the software application under test.

Naming Convention describe how each kind of entity, such as test case and test procedure, should be named.

Naming conventions:

* Test Case name should include the name of the tested Use-Case with saving of capital letters.
* Test Case name should be unique in order to be easily identified among other Test Cases.

Design Guidelines identify test procedure and script modularity goals, for reuse and maintenance.

Design Guidelines:

* The beginning of the template should include Use-Case Diagram, Use-Case Description, Test Case Description and Test Case Specifications (ID, name, title, priority, short description).
* Next resources, precondition, postcondition should be the second part of the template.
* The following part should be the basic flow, alternative flow alongside with inclusion/exclusion points.
* The last part is necessary special requirements.

Test Data standards: A statement of how data will be selected or created and restored to support testing.

Test Data standards:

* Log in data (Password, ID) – Password contains 8 letters, ID contains of 8 figures
* Sign up data (Name, Surname, Email, Phone number) – Name and Surname consists of letters and starts from capitals; Email contains “@” symbol; Phone number consists of figures only.
* Links (to navigate) – link should contain “https://www.”.

# 4.0. Key Measures

## Measures

* Processing Success – a measure which describe is a test was valid (positive) or invalid (negative). “Pass” – testing prosses was positive.

” Fail” – testing process was negative.

* Priority Evaluation – a measure which describe is the Test Case has low, medium, or high priority. “Low”, “Med”, “High” - abbreviations will be used to describe the level of priority in the “Priority” field of information.

# 5.0. Test Completion Criteria

## 5.1 Completion Criteria

* No defects and bugs haven’t been detected.
* All Use-Cases and functionalities specified in the SRS (System Requirement Specification) Sandwich Maker document are accuratelly performed and executed during testing positive Processing Success – “Pass”.

# 6.0. Defect Management Guidlines

## 6.1 Defect Management

Steps to be performed by developer when the a bug or a defect is detected:

1. Firstly, a defect should be discovered during testing process because our test was failed with Processing Success – “Fail”.
2. Secondly, a solution option should be assigned. Already developed alternative scenarios can be used. In other options, exception message will help to fix a bug.
3. Next step is to apply a solution to fix a bug and executed test with positive Processing Success – “Pass”.
4. Finally, make a report about the solution and its result and make guidelines in “Sandwich Maker” documentation for other developers.

# 7.0. Change Management Criteria

## 7.1 Change Management

All test artifacts that change with time and that are affected by the out of the project factors will be constantly maintained:

1. Firstly, get a report from developers or opinion from Users that any improvements should be performed.
2. Secondly, analyses a report and assign further satisfying result.
3. Next step is to develop several solutions for solving a problem and suggest them to the responsible person.
4. After choosing the best solution apply changes in the chosen way
5. Finally, make a report about the result and make guidelines in “Sandwich Maker” documentation for other developers.