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| Course: | INFO-6067 Testing for Development |
| Project: | Project #1 – *Test Patterns* |
| Due Date: | Friday March 13, by 11:59 pm |
| Submitting: | Please see the last page for instructions. |
| Professor: | **Andy Wing** |
| Student Name: | *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_* |
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| Student ID#: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
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**Marks: 50**

**Essay Project 1:**

A software “test pattern” is a common approach or solution to a common problem or task.

Do not write an essay about “design” patterns.

Do not submit any “code” in any programming language.

For this project you will research Test patterns in software testing.

All work must be in **your own words**. No copied text or referenced text.

Your essay be 6 pages not including the title page and index.

The font must not be greater than 12 point and no less than 10 point.

Use the Arial font for your paper.

Part 1 – Research test patterns.

Discuss what test patterns are, how and where are they used.

What are the benefits of using test patterns?

Are there drawbacks to using test patterns? If so, what are they?

Part 2 – Select one common test pattern.

Describe this pattern.

Provide one example of using this pattern for testing.

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| **Marks Available** | | **What Are the Marks Awarded For? Any amount of plagiarism will be awarded a zero.** | | **Marks Awarded** |
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| **10** | | **Demonstrate a clear understanding of testing patterns** | |  |
| **10** | | **Clearly describe their use in QA.** | |  |
| **10** | | **Clear description of example pattern.** | |  |
| **10** | | **Clear description of using the example pattern** | |  |
| **5** | | **Clearly describe benefits and drawbacks** | |  |
| **5** | | **Spelling** | |  |
| **\_\_\_ 50** | | **TOTAL MARKS** | |  |

How should I submit my project?

**Electronic Submission (mandatory):**

Submit your source word document to the “*Project 1”* dropbox in *FanshaweOnline*.

Make sure to write your name and student number on the first page.

**Submit your paper on time!**

Submissions must be made on time! Late projects will be subject to divisional policy on missed test and late projects.

**Submit your own work and *keep it to yourself*!**

It is considered cheating to submit work done by another student or from another source. Helping another student cheat by sharing your work with them is also not tolerated. Students are encouraged to share ideas and to work together on practice exercises, but any code or documentation prepared for a project must be done by the individual student. Penalties for cheating or helping another student cheat may include being assigned zero on the project with even more severe penalties if you are caught cheating more than once. Just submit your own work and benefit from having made the effort on your own.

All work will be subject to “TurnItIn” scrutiny.