Lab Work 5

In Week 5, you will practise *test execution scheduling* (Activity 1) and *non-functional requirements* (Activities 2). You need to submit a report (in .doc, .docx, or .pdf file) containing all your answers.

Activity 1 (Scheduling test execution): Suppose that you are testing the following system.

A telco company has a system used by employees for the management of customers and accounts. The system allows for (1) the adding, updating and deleting of customers, (2) the adding, updating and deleting of the accounts under a customer, (3) the adding, updating and deleting of an account's bookings for internet, home and mobile phone plans, and (4) billing. A number of new test cases have been created as follows:

Test Case ID	Description	Priority
TC_1080	Create a booking	High
TC_1082	Amend a booking	Medium
TC_1085	Delete a booking	Low
TC_1045	Login	High
TC_1022	Create a customer	High
TC_1025	Amend a customer	Medium
TC_1028	Delete a customer	Low
TC_1033	Create an account	High
TC_1036	Amend an account	High
TC_1038	Delete an account	Low
TC_1055	Billing enquiry	Low

Create a test execution schedule for the scenario below. You need to take into account prioritisation, technical and logical dependencies.

You are required to provide the execution order of these test cases in the lab report. You may use the provided template "SQT_lab5report_template.doc" and schedule these test cases in the execution order into Table 1 in the template.

Activity 2 (Non-functional requirements): Refer to the automated ticket-issuing system given in Week 2 Task.

> An automated ticket-issuing system sells tickets for a Theme Park (which is a park that features various attractions, such as rides and games, as well as other events for entertainment purposes). Users select their preferred games within the park and input a credit card and a personal identification number. The park ticket is issued and their credit card account charged. When the user presses the start button, a menu displaying potential games is activated, along with a message to the user to select a game. Once a game has been selected, users are requested to input their credit card. Its validity is checked and the user is then requested to input a personal identifier. When the credit transaction has been validated, the ticket is issued.

Write a set of non-functional requirements for the ticket-issuing system. For example, you can define its expected reliability and response time.