Developer Standards Guide

Kootour Software & Technologies Inc.

**TESTING**

**Key tests**

Unit test: Pass garbage data to the function, make sure it can handle it.

* Try strange symbols like #,@,%
* Try overflowing the fields with 100s of Characters
* Try negative and positive numbers
* Try long decimals like 9.99999999999999999999999
* Try reloading the page to call the function twice
* Try calling the function on deleted/non-existing records

Pressure test: Pass a large amount of data to the function, make sure it can handle it.

* You may save time by writing scripts that generate this data into your program.

User-flow test: Do a complete flow test from beginning to end with a process that calls the change you made.

* If you changed a page which is part of a multi-step process, go through all the steps.
* If the function uses data shared with another part of the project, modify the data with both functions.
* Think of real-life scenarios that you can act out in the software that include the changes newly made.

**Testing new functions**

Testing the function newly added fully for all the situations it will be used in with test and real data.

Try and break the function:

* Edit and delete records before/after using the function
* Use other functions on the same page before and after.

**Testing changes / changed function**

Using search tool like “Ctrl + F” in Visual Studio or to locate everywhere the function is called to test it from every entry point.

Verify changes haven’t broken the function elsewhere in the program.

Sometimes it’s easier to make a copy of the function with changes to avoid breaking it use elsewhere.

Check the database for the result, make sure there are no silent errors in the background not correctly storing data.