

Software Quality assurance Document

SQA Document of my project



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# Intro

## References

SQA: Software Quality Assurance

## Introduction

This document will describe the process behind the SQA in the application. I will go over a the approach, the definition of done for the project, As last I will cover the idea for the testing strategy. This is a short introduction to the document.

## Reading guide

There is no special reading assistance for this document

# SQA points

## SQA approach

The approach for thee application is as followed. First our goal is to meet each point for a definition of done for a user story. This indicates actually that user story has been produced builds without errors and that are test written for it and that they pass. Furthermore we want to produce several kind of test to get at least 80% code coverage done. Example ideas could be test that are based around security or simple unit tests. This are a few samples that are planned to be used. Further more can be read in the multi testing part.

## SQA checkpoints

There is one simple checkpoint that is for this application. After a each user story is done and has met its DOD than there should be a SQA check. The check involves to see if 80% code coverage is still met. See if all the test are still running. As last check point is the are there any new found critical bugs. Critical bugs are noted down and see how important the criticalness is for the application and then discussed by the next standup.

## Definition of done

The definition of done are split in to multiple smaller parts. Explained down here

Definition of done for a user story:

* Produced code for the functionality of the user story
* Project build without errors
* Unit test are written and are passing
* Acceptance for the user story are met

Definition of done for a sprint:

* All the user story`s are done
* All the written unit test are passing
* The sprints back log is updated
* Project deployed on the test environment
* Essential critical bugs are solved

Definition of done for the release:

* All the critical bugs are solved
* All the tests are passing
* QA is done and all the issues are resolved
* All the environments are ready for deploy
* Continues integration is up and working

# Multi testing strategy

## Introduction

The multi testing strategy will consist out of a 3 part testing plan. The testing plans will be divided as followed:

1. Unit testing
2. Acceptance testing
3. Security testing

I will go in to depth in each plan down below. Besides the different test strategy’s that will be used our plan is also to make use of different test rapports

## Unit testing

For testing basic functionality in the application we are goanna use some unit testing. Unit testing will be written and used to test the basic stuff. Unit testing will also be used to test the CRUD systems that are designed for the application. Unit testing will be written during the development of user stories and will be used for the DOD.

## Acceptance testing

In the DOD for the sprints is written that a user story only can be met if the acceptance criteria for the user story. One way to prove that the criteria are met is by using acceptance test. This test will be written along the unit testing and will be used to prove that acceptance criteria are met.

## Security Testing

The last thing what is of more importance to the application is the security revolving XSS. Since the application will be using spotify sensitive data its of the most importance that Security will be tested and especially around the front-end side of the application. So are our goal is to use test and make a Security plan on how to prevent any XSS inside the application. With the reasons that we don’t want to leak any private data to the public.