Assignment 1

Test Design Technique

The test design technique is the most general approach at generating test cases in a structured manner. You will be tasked to apply this technique multiple times in the subsequent assignments and exam, both on a very high and very low level of abstraction. *Explain the application of the test design technique*.

Deliverables The submission to this exercise must contain all of the following:

- 1. A list of all steps of the test design technique together with an explanation, how they are performed
- 2. A brief explanation of how the test design technique helps creating test cases in a structured manner

Boundary Value Analysis and Equivalence Partitioning

Boundary value analysis (BVA) and equivalence partitioning (EP) are two additional tools that help designing relevant test cases. *Explain, how they work, and argue for their usability*.

Then, imagine a method that checks the validity of an age: values below 0 and above 120 shall be identified as *impossible* by the method, values below 18 as *underage* and values from 18 on as *valid*. *Elicit both the boundary values and equivalence partitions for this scenario*.

Deliverables The submission to this exercise must contain all of the following:

- 1. An explanation of boundary value analysis and an argument for its use.
- 2. An explanation of equivalence partitioning and an argument for its use.
- 3. An application of the BVA and EP to the given scenario.

Designing Test Cases

Consider the following scenario: To open the door at the entrance of a company building from the outside, one must either hold a valid company card to a sensor for at least two seconds or have the door automatically unlocked by the porter. The door can always be opened from the inside. *Design relevant test cases for this scenario using the test design technique*.

Deliverables The submission to this exercise must contain all of the following:

- 1. An identification of the conditions and actions within the scenario
- 2. All valid combinations of the former
- 3. The expected outcome for each combination