# Intro

# Content

Food Planner

DS301E14

Intro

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Problem statement &
Information Gathering

Quality Assurance

Unit Testing

Reflection

► Causes
► Problem Statement
► XAML
► Code Exammples
► Unit Testing
► Usability Test
► Reflection

# Problem statement & Information Gathering

▶ How can a software system assist the consumer in planning and managing a meal plan to minimize food waste and simultaneously be flexible enough to support their planning, shopping and cooking habits?

▶

# Quality Assurance

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Quality Assurance (7)

Unit Testing

Reflection

- ▶ Quality assurance (in terms of program testing and results and usability evaluation and results), including arguments for coverage and validity. (Semester description)
  - ▶ Program testing = Unit testing.
  - ▶ Usability evaluation = IDA (report section 11).

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# Unit Testing

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Quality Assurance

Unit Testing

Reflection

- ► Initial stage of program testing.
- ► Isolate smallest testable code.
- ► Confirm if the unit behaves correctly.

► Classes e.g. User, Ingredient or Recipe
  ► Testing their properties or methods
► Methods e.g. search algorithm (Integration test)

Reflection

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