7-2 Project Two Submission

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**Summary and Reflection Report**

I really consider Unit testing very important role which bring built software clarified results. Also, it helps on decreasing any risk on the program being ran with any compile issues then it improves the integrity from the code which is hasty on approaching the defects and aligning them to the correct specifications. The unit testing that is used here will be practically three methods to align the software specifications. For example, the contact service.java has a unique required just similar as the contact.java object which’ll enable the require a contact identification string and it’ll not be able to be more than the ten characters while it needs to be not null and updatable to the contact.java object which will require the first name and the last name where is no longer than the ten characters whether is the phone portion is a string with specific ten numbers. Also, this shall not be null and the contact.java class shall be directed promptly in the portion field at no longer than thirty characters and to be not null.

For the contact.java object the service includes the CRUD operations where the requirements are addressed in three features. Which all features have relevant requirements with the software program which they all must implement those requirements to complete the unit tests involved. Overall, the integrity of the unit code tests is successfully completed as I figure that each portion are functional while validating and verifying them. Where in my approach to the software program was very successful where I still need to continue to develop when using unit testing to implement the code correctly with no risks of complied errors while ensuring for a great code to be written and simply understood. Prior on revising the validity of the codes in the script were the strictures from the contact.java class in creation to a unit test case that will identify the test identification if it meets the identification requirements. Other lines of code in the written script of the software program were the functional contact service.java where it enables a new contact.

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**Reflection**

One of the software techniques that I had static and dynamic testing where it helps in depth to test the program to validate and verify ahead of time before it runs into compiled errors where it becomes difficult to resolve and debug when it’s time to implement the software code script. A diversity between static and dynamic testing methods are to recognize the errors compiled to the code written which could not be simply used in dynamic testing, prior to the software development lifecycle and recognition within the inconsistent from the software infrastructure. While on the other hand, this could be validated and located by using the static testing method. As static testing is carried out without even implementing any code execution where dynamic testing does execute during code being implemented. Which for static testing, it evaluates the automated reports where dynamic testing implements the code and authenticates the outcome of the anticipated software. However, the static testing method does secure the allocation (verification) progress where the dynamic testing authenticates (validates) the progress. Overall, static testing is for avoiding purpose of any compile errors in the software and dynamic testing is made for allocating and correcting the errors being compiled at the time of execution.

As I applied these methods into the code scripts in the software program, I started to realize that its very useful to plan and carefully design every step in the code where to find it simple and understandable to read rather than roughly writing code without making it simple which could lead into complexity when running all requirements in the source code promptly. The requirements are used by the product manager to specify the functionality of the program to work properly and to be clear to read while being user friendly. Therefore, I compare my knowledge with CRUD operations from object oriented and data quality assurance to keep it simple and efficient to construct the software program.

Although when reviewing the script of code, I found that key to diminish the compiled errors to write code being scared rather than being scared to write code because this method can help a developer to realize that it should take the proper testing methods and ensure the code is being built the correct way when the errors could be reduced along the way. Prior to software testing, it is very important to feel confidence and constructive when being aware to the process of creating new software code and determining if each step is being verified and validated with the anticipated requirements at hand.

Another method I had used when software testing was discipline which helps a software developer understand that the process should be taken very important and heavily. To ensure a great outcome of the software program to be self-efficient and reliable as to taking every measure in guaranteeing that is will pass when being executed. To avoid any mistakes, it’s always good to keep every step in the process of writing code to a minimum and not too vague as to keeping it simple and short. Continuing to keep this discipline strategy, this will guarantee success and only taking one time to complete the code in the script while we are taking the testing requirements at each phase of the process. Where it can cause a company or the product management an expensive amount of money to fix any bugs in a software program and lose a whole lot of time in fixing them rather than considering proper techniques to be efficient when creating new software code. In example, when using the Appointment.java class which the requirements specify a specific identification (ID) to not be changeable, where it helps to ensure a unique identification and when implementing the code, it can prevent any errors to be built along the process.

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