

D11 – Acceptance testing Requirements

Requirements for levels C, B, and A

- Item 1. A document that describes the costs of your project. The rest of the documentation is expected to be provided in your project management system and your source code, where appropriate.
- Item 2. A conceptual model and a UML domain model regarding version 2.0 of project “Acme Chorbies”.
- Item 3. An Eclipse/Maven project that fulfils the requirements in version 2.0 of project “Acme Chorbies”.
- Item 4. A functional test suite that fulfils the following requirements: a) you must select a use case that involves a listing and an edition requirement; for that use case, you must implement at least 10 test cases that provide a good enough coverage of the statements and the parameter boundaries in your code. b) For the remaining use cases, you must implement at least one positive test case and two negative test cases. Every test case must be properly documented. Please, copy the functional requirement(s) that they are intended to test as a comment at the beginning of your test cases; add a short remark regarding what each test case is intended to test.
- Item 5. A performance test suite that fulfils the following requirements: a) There must be at least one jMeter test case per use case; b) There must be a report in which you analyse what the maximum performance of your system is. The report must include screenshots where appropriate.
- Item 6. Produce an acceptance test suite and document it with the following reports: a) “My-Project-Tests.pdf”, which describes the acceptance tests regarding your project and the results that your partner group got. b) “My-Project-Bugs.pdf”, which describes the intentional bugs that you injected in the project that you released to your partner group and their results. c) “My-Partners-Tests.pdf”, which describes the acceptance tests regarding your partner group’s project and the results that you got. d) “My-Partners-Bugs.pdf”, which describes the intentional bugs that your partner group injected in the project that they released to you and your results.
- Item 7. A script to create the corresponding database in the pre-production environment and a war artefact that implements your project. The war artefact must be deployable and runnable on domain “www.acme.com”.

Requirements for level A+

- Item 8. We are very close to the end. It’s important that you start working on topics that are not purely technical, but help you make decisions regarding your future as a professional Software Engineer. Aligning your training with the technologies that are used in the companies for which you’d like to work is very important. To earn you A+, you must produce the following items:
 - a. A 1 000-word report in which you document the companies in which you would like to work, the kind of projects in which they are currently involved, and the technologies that they are using (or that you guess they are using).

- b. A description of an A+ for your hackathon in which you have to use any of those technologies. Note that the core of your hackathon must be implemented using the technologies that you've learnt in this subject, but you may well sneak into another technology to implement a few simple requirements.