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CS 1632 - DELIVERABLE 6: Testing Strategy for RPN++

ReD

Yellow

Green

Areas of Concern

Testing Strategies

We decided to use a pyramid testing strategy (70% Unit Tests, 20% System Tests, 10% UI Tests).

We ran automated tests on our Unit Tests and System Testing and manual tests on our UI Tests because we felt that it would be more time efficient and practical in that way. Our UI Tests consisted of Performance testing of the program from using a VMProfiler, and a manual test of all aspects of the program (declaring a variable, printing, writing to a file and quiting). The most time and effort was dedicated to the unit tests. By focusing on unit tests, we made sure that our program first was proficient in its happy path, then used manual testing to check form the more obscure corner cases. To help increase the quality of our program

The parts of the code that need to be cleaned up