Software Test Description (STD)

Software It Counts (SWIC)

CMSC 447

Updated on November 20, 2015

Table of Contents

[1 Scope 3](#_Toc432633399)

[1.1 Identification 3](#_Toc432633400)

[1.2 System overview 3](#_Toc432633401)

[1.3 Document overview 3](#_Toc432633402)

[2 Referenced documents 3](#_Toc432633403)

[3 Test preparations 3](#_Toc432633404)

[3.1 (Project-unique identifier of a test) 3](#_Toc432633405)

[3.1.1 Hardware preparation 3](#_Toc432633406)

[3.1.2 Software preparation 4](#_Toc432633407)

[3.1.3 Other pre-test preparations 4](#_Toc432633408)

[4 Test descriptions 4](#_Toc432633409)

[4.1 (Project-unique identifier of a test) 4](#_Toc432633410)

[4.1.1 (Project-unique identifier of a test case) 4](#_Toc432633411)

[5 Requirements traceability 6](#_Toc432633412)

[6 Notes 7](#_Toc432633413)

[A. Appendixes 8](#_Toc432633414)

# Scope

This section shall be divided into the following paragraphs.

## Identification

For this project, we will be working with the web application, Parable of the Polygons. This software simulates segregation levels between two different shapes, allowing them to move to different locations on the board in an attempt to be happy. The website itself is programmed in HTML while the application is programmed in JavaScript.

## System overview

This project has tasked us with inserting a 3rd polygon, a red circle, into the game, allowing for relations between 3 different shapes to be shown. In addition, two new algorithms will be created. One such algorithm will be based around movement when based on the happiness levels of single polygons, henceforth known as the “happiness algorithm.” The second algorithm will be based around the happiness of single polygons, as well as the happiness of those in the 8 squares adjacent to them, henceforth known as the “collective happiness algorithm.”

The following document will address the testing of these requirements in order to observe their completion or not. The subsequent test plans for the project will thoroughly detail how each requirement is to be handled. This document will (like all documents) be uploaded to the project’s repository at <https://github.com/Kirkas1/polygons/tree/gh-pages/documents>.

## Document overview

This document will test all the requirements we must fulfil for the project as previously discussed by Professor Cain. The test plan will have three software tests to address all of the requirements on an individual basis. It will also discuss the preparation, input, and expected outputs of all the tests to be carried out. The test procedure and handling shall be carried out by only the group members, and the results of such shall be published and assessed by our customer, Russ Cain.

# Referenced documents

* Parable of Polygons, Revised Apr 18, 2015, <http://ncase.me/polygons/>, Vi Hart and Nicky Case
* Parable of Polygons Source Code, Revised Oct 25, 2015, <https://github.com/ncase/polygons>, Vi Hart and Nicky Case

# Test preparations

This section shall be divided into the following paragraphs. Safety precautions, marked by WARNING or CAUTION, and security and privacy considerations shall be included as applicable.

## (Project-unique identifier of a test)

This paragraph shall identify a test by project-unique identifier, shall provide a brief description, and shall be divided into the following subparagraphs. When the information required duplicates information previously specified for another test, that information may be referenced rather than repeated.

### Hardware preparation

This paragraph shall describe the procedures necessary to prepare the hardware for the test. Reference may be made to published operating manuals for these procedures. The following shall be provided, as applicable:

* + - 1. The specific hardware to be used, identified by name and, if applicable, number
      2. Any switch settings and cabling necessary to connect the hardware
      3. One or more diagrams to show hardware, interconnecting control, and data paths
      4. Step-by-step instructions for placing the hardware in a state of readiness

### Software preparation

This paragraph shall describe the procedures necessary to prepare the item(s) under test and any related software, including data, for the test. Reference may be made to published software manuals for these procedures. The following information shall be provided, as applicable:

* + - 1. The specific software to be used in the test
      2. The storage medium of the item(s) under test (e.g., magnetic tape, diskette)
      3. The storage medium of any related software (e.g., simulators, test drivers, databases)
      4. Instructions for loading the software, including required sequence
      5. Instructions for software initialization common to more than one test case

### Other pre-test preparations

This paragraph shall describe any other pre-test personnel actions, preparations, or procedures necessary to perform the test.

# Test descriptions

## (Project-unique identifier of a test)

Red Square Test will be used to identify the test through observation.

The Random Algorithm Test will be used to ensure that the algorithm is functional.

The Collective Happiness Test will be used to verify the algorithm is correct.

The Slider Test is used to identify the test to verify the added sliders.

### (Project-unique identifier of a test case)

Red Square Test – observation of the red square within the system.

The Random Algorithm Test – Execute the algorithm on the fresh system and observe the movement of the polygons.

The Collective Happiness Test – Execute the algorithm on the system and observe the movement of the polygons.

The Slider Test – Move the slider in different combinations verifying through observation that each function correctly.

#### Requirements addressed

The Random Algorithm Test – addresses the requirement of implementing the option for the user to select the system to randomly sort itself until a valid state is found

The Collective Happiness Test – addresses the requirement of implementing the option for the user to select the system to sort itself based on the Collective Happiness algorithm.

The Slider Test – addresses the requirement of modifying the sliders currently in the system to accommodate for the addition of the red square.

#### Prerequisite conditions

The computer must have installed and able to run Internet Explorer, Firefox, or Chrome.

#### Test inputs

This paragraph shall describe the test inputs necessary for the test case. The following shall be provided, as applicable:

1. Name, purpose, and description (e.g., range of values, accuracy) of each test input
2. Source of the test input and the method to be used for selecting the test input
3. Whether the test input is real or simulated
4. Time or event sequence of test input
5. The manner in which the input data will be controlled to:

Test the item(s) with a minimum/reasonable number of data types and values

Exercise the item(s) with a range of valid data types and values that test for overload, saturation, and other "worst case" effects

Exercise the item(s) with invalid data types and values to test for appropriate handling of irregular inputs

Permit retesting, if necessary

#### Expected test results

For the testing of the red circle, the project’s game board interface shall contain yellow triangles, blue squares, and the inclusion of red circles. The expected result will be a game board with the new shape (red circle) and its according functionality among the polygons.

For the testing of the three-sided, polygon-behavior slider, the project’s user interface shall support the functionality of a custom-made slider used to control the inter-behavior polygon percentages. The slider is expected to have an adjustable behavior setting that allows the game board to understand which shapes are happy together and at what ratio.

For the testing of the “happiness” and “collective happiness” algorithms, the project’s user interface shall have those options (along with the default algorithm) in a set of radio buttons near the board simulation. With only one algorithm being allowed to be chosen during a given simulation, the expected result of the “happiness” algorithm will be to adjust polygons, on an individual basis, until they have found a location where they are happy. For the expected result of the “collective happiness” algorithm, the polygons will be examined by their 8 shape groups, and adjust accordingly to make the group (in total) happy. The above algorithms should be carefully examined as the board state changes accordingly to match the previous statements’ polygon behaviors, characterized as an observational test result.

#### Criteria for evaluating results

Throughout the testing of the red circle, the polygons of the game board should be exactly yellow triangles, blue squares, and red circles. Any third shape that is not a red circle will be a failure of this requirement. The game board shall work as intended with the other two shapes, and not be broken in any way. The simulation shall also work with the red circle and the other two shapes must acknowledge the existence of red circles in the game board.

During the testing of the customized, three-sided slider, the polygons on the board should accurately model the happiness levels concurrent on the slider. The slider should include exactly triangle-to-circle, circle-to-square, and square-to-triangle happiness ratios. The final output of the simulated game board of polygons should also match the slider’s happiness percentages for each shape in the grid. The slider should also not inhibit the user interface or break any functions within the simulation as well. If the ratios within the final result of the simulation are close to the anticipated shape ratios of the slider, then this result will be counted as a successful output.

In the testing of the two new algorithms (“happiness” and “collective happiness”), the algorithms should only be selected one-at-a-time via radio buttons that are placed near the game board. The “happiness” algorithm should result in the simulation placing shapes in locations where they are happy with their surroundings. The “collective happiness” algorithm should result in the simulation placing shapes from a group of 8 polygons in locations where its neighbors are most happy. The system must not break when either of these algorithms is being tested, otherwise it has failed. The duration of both the algorithms in order to complete the simulation shall not matter, unless the act results in an infinite loop or bugs the interface/board. The observed results will be interpreted by our customer Russ Cain as to whether the algorithm passes the requirements being tested.

#### Test procedure

This paragraph shall define the test procedure for the test case. The test procedure shall be defined as a series of individually numbered steps listed sequentially in the order in which the steps are to be performed. For convenience in document maintenance, the test procedures may be included as an appendix and referenced in this paragraph. The appropriate level of detail in each test procedure depends on the type of software being tested. For some software, each keystroke may be a separate test procedure step; for most software, each step may include a logically related series of keystrokes or other actions. The appropriate level of detail is the level at which it is useful to specify expected results and compare them to actual results. The following shall be provided for each test procedure, as applicable:

1. Test operator actions and equipment operation required for each step, including commands, as applicable, to:
2. Initiate the test case and apply test inputs
3. Inspect test conditions
4. Perform interim evaluations of test results
5. Record data
6. Halt or interrupt the test case
7. Request data dumps or other aids, if needed
8. Modify the database/data files
9. Repeat the test case if unsuccessful
10. Apply alternate modes as required by the test case
11. Terminate the test case
12. Expected result and evaluation criteria for each step
13. If the test case addresses multiple requirements, identification of which test procedure step(s) address which requirements. (Alternatively, this information may be provided in [5.)](#_bookmark1)
14. Actions to follow in the event of a program stop or indicated error, such as:
15. Recording of critical data from indicators for reference purposes
16. Halting or pausing time-sensitive test-support software and test apparatus
17. Collection of system and operator records of test results
18. Procedures to be used to reduce and analyze test results to accomplish the following, as applicable:

Detect whether an output has been produced

Identify media and location of data produced by the test case

Evaluate output as a basis for continuation of test sequence

Evaluate test output against required output

#### Assumptions and constraints

This paragraph shall identify any assumptions made and constraints or limitations imposed in the description of the test case due to system or test conditions, such as limitations on timing, interfaces, equipment, personnel, and database/data files. If waivers or exceptions to specified limits and parameters are approved, they shall be identified and this paragraph shall address their effects and impacts upon the test case.

# Requirements traceability

This paragraph shall contain:

1. Traceability from each test case in this STD to the system or CSCI requirements it addresses. If a test case addresses multiple requirements, traceability from each set of test procedure steps to the requirement(s) addressed. (Alternatively, this traceability may be provided in [4.x.y.1.)](#_bookmark0)
2. Traceability from each system or CSCI requirement covered by this STD to the test case(s) that address it. For CSCI testing, traceability from each CSCI requirement in the CSCI’s Software Requirements Specification (SRS) and associated Interface Requirements Specifications (IRSs). For system testing, traceability from each system requirement in the system’s System/Subsystem Specification (SSS) and associated IRSs. If a test case addresses multiple requirements, the traceability shall indicate the particular test procedure steps that address each requirement.

# Notes

This section shall contain any general information that aids in understanding this document (e.g., background information, glossary, rationale). This section shall include an alphabetical listing of all acronyms, abbreviations, and their meanings as used in this document and a list of any terms and definitions needed to understand this document.

# Appendixes

Appendixes may be used to provide information published separately for convenience in document maintenance (e.g., charts, classified data). As applicable, each appendix shall be referenced in the main body of the document where the data would normally have been provided. Appendixes may be bound as separate documents for ease in handling. Appendixes shall be lettered alphabetically (A, B, etc.).

DESCRIPTION/PURPOSE

The Software Test Description (STD) describes the test preparations, test cases, and test procedures to be used to perform qualification testing of a Computer Software Configuration Item (CSCI) or a software system or subsystem.

The STD enables the acquirer to assess the adequacy of the qualification testing to be performed.

APPLICATION/INTERRELATIONSHIP

Portions of this plan may be bound separately if this approach enhances their usability. Examples include plans for software configuration management and software quality assurance.

The Contract Data Requirements List (CDRL) should specify whether deliverable data are to be delivered on paper or electronic media; are to be in a given electronic form (such as ASCII, CALS, or compatible with a specified word processor or other support software); may be delivered in developer format rather than in the format specified herein; and may reside in a computer-aided software engineering (CASE) or other automated tool rather than in the form of a traditional document.

PREPARATION INSTRUCTIONS

General instructions.

a. Automated techniques. Use of automated techniques is encouraged. The term "document" in this means a collection of data regardless of its medium.

b. Alternate presentation styles. Diagrams, tables, matrices, and other presentation styles are acceptable substitutes for text when data required can be made more readable using these styles.

c. Title page or identifier. The document shall include a title page containing, as applicable: document number; volume number; version/revision indicator; security markings or other restrictions on the handling of the document; date; document title; name, abbreviation, and any other identifier for the system, subsystem, or item to which the document applies; contract number; CDRL item number; organization for which the document has been prepared; name and address of the preparing organization; and distribution statement. For data in a database or other alternative form, this information shall be included on external and internal labels or by equivalent identification methods.

d. Table of contents. The document shall contain a table of contents providing the number, title, and page number of each titled paragraph, figure, table, and appendix. For data in a database or other alternative form, this information shall consist of an internal or external table of contents containing pointers to, or instructions for accessing, each paragraph, figure, table, and appendix or their equivalents.

e. Page numbering/labeling. Each page shall contain a unique page number and display the document number, including version, volume, and date, as applicable. For data in a database or other alternative form, files, screens, or other entities shall be assigned names or numbers in such a way that desired data can be indexed and accessed.

f. Response to tailoring instructions. If a paragraph is tailored out of this document, the resulting document shall contain the corresponding paragraph number and title, followed by "This paragraph has been tailored out." For data in a database or other alternative form, this representation need occur only in the table of contents or equivalent.

g. Multiple paragraphs and subparagraphs. Any section, paragraph, or subparagraph in this DID may be written as multiple paragraphs or subparagraphs to enhance readability.

h. Standard data descriptions. If a data description required by this document has been published in a standard data element dictionary specified in the contract, reference to an entry in that dictionary is preferred over including the description itself.

i. Substitution of existing documents. Commercial or other existing documents, including other project plans, may be substituted for all or part of the document if they contain the required data.