Mitchell Cabral

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Throughout the weeks of working on this mobile application, I kept myself on target with the requirements as best as possible. I even went a little beyond the requirements to implement tests that would improve the functionality. One of the last milestones I went beyond the requirements to test the appointment class even further. The instructions only mentioned adding and deleting appointments but never updating, so I took it upon myself to add that feature and build a JUint test to make sure it functioned correctly.

Approaching JUint tests for the first time was very tricky. There was a lot for me to learn in a short amount of time. I had to do a bunch of research on my own outside the resources as they did not provide much training on how to implement them. I would say the quality of my JUnit tests is very good and cover all the bases I need. I was reassured by that statement after seeing my overall coverage was over 80%.

My number one goal in the project was to make sure everything I wrote met the criteria and was manageable. I made sure to write inline texts throughout my project to explain to me or potential developers who work with my code what I was writing at each line, for example, I would start off each method with texts above it to explain what that method’s functionality was and would also create variables names that matched their purpose such as “//establishes a unique ID private int uniqueContactId = 1;” from my contact service class.

I take pride in my work and want to make sure that I put out the best possible. Throughout the project, I made sure that my code was efficient by writing JUnit tests for many possible inputs and failures to make sure things worked right. I used assertions in my JUnit tests to throw exceptions when incorrect inputs were made “Assertions.*assertThrows*(IllegalArgumentException.class, () ->” this test was something I learned from this class and made good use of.

When it comes to testing my code, I have my very own way of making sure that everything works right and meets the requirements. I would of course write my code and implement a test class but I would always double-check my work by cross-referencing the criteria. I spend a good amount of time learning the assignment I have at hand to make sure nothing is missed during my writing. One technique I did not use during this class was the use of the SNHU community. I could have spent time using the school’s resources such as training and tutors but for this class, I did not. My technique for starters is very good because it gives me a better understanding of what is required of me for the assignment, and I do not end up missing important requirements. The only issue it may cause would be being time-consuming since it takes a lot of time and focuses to stay strict with the material.

This whole project was a new experience for me and becoming the software tester for the project was very interesting. I had to go through many struggles throughout my project where I would be stumped with issues in the code that I did not know how to test, which lead to me doing further research. Being the software tester is a big responsibility and made me feel the weight of that for the entirety of the assignments. My position on this project is important because it is the step where the unknown bugs should be found before the program can go live and making sure everything worked smoothly was no easy task.

When reviewing my code, I knew I could not be biased in my work because it can lead to things being overlooked or missed. To avoid that from happening I would put myself in the mindset of the customer and what they would be looking for this to do. Another method I would use to avoid being biased is to take breaks in between my reviews to make sure I can to my program with a fresh mindset.

Lastly quality is the most important thing when it comes to any project or assignment. I put my best work into any project that I do and to make sure that I do I will only focus on the project with a good mindset. I have found over time that I work best when I have the right motivation and if I try to do something without that motivation, I will not put out good material. It is important to never cut corners in the developing world because you work as a team for the most part and cutting corners in your code could affect another step in the project or worse cost money to repair the code after it goes live. Always remember quality over quantity, the risk of cutting corners is too high.