COMP 3111: Software Engineering

Activity 3: Peer and Final Acceptance Testing — Notes and Additional Requirements

Below are some notes and additional requirements to help your team prepare for Peer and Final Acceptance Testing. **Please check carefully that your team has fulfilled or will fulfill each one.**

1. Your team must have created an employee account with user name "employee" and password "employee##".
2. Your team must add the acceptance testing data, available under the Project Resources module, to your system's database before your Peer Acceptance Testing session starts and before you submit your final system implementation. ***If this data is not present in your system's database, your testing session will be canceled.***
3. ***You must not use the provided test data for any of your team's own testing.*** If it is found that you have used this data for your own team's testing and as a result a test case does not function correctly as expected, then ***your team will lose the mark for that test case***.
4. ***For Peer Acceptance Testing, your team must provide the data for all values*** that require extensive typing in a test case. You should prepare a file containing this data and either be able to download it or have it available on a USB drive during the testing session so that these values can be copied and pasted. If such data is not available for download, then any test case requiring extensive typing will be skipped and ***your team will lose the mark for that test case***.
5. ***For Peer Acceptance Testing,*** you can freely make use of the ControlCenter web page in the ExternalSystems folder to execute orders, to add a security or change the price of a security and to add a currency or change the exchange rate of a currency. Such use will not count as a test case. ***You are not allowed to delete any security or currency.***
6. ***For Peer Acceptance Testing, the time for each testing session will be 50 minutes***, which will be strictly enforced. Therefore, your team must arrive on time. If your team arrives late or is not ready to start on time, it will be penalized 1 point for every two minutes or part thereof that it is late or unable to start testing and this point will be awarded to the team that your team is testing.
7. The team member whose email address is used in the provided testing data must be present at the testing session. Moreover, this same email address must be used for any clients that are registered during the testing session. Your team should log in to this email account at the beginning of your testing session and stay logged in so that checking for email that is sent will be quick and efficient. If a test case requires verification that email has been sent, but the email cannot be read, then ***your team will lose the mark for that test case***.
8. If there is a disagreement over the outcome of a test case, the assessor will note the relevant information and the disagreement will be resolved after the testing session. ***There is no time to argue about test case outcomes during the testing session.*** Your goal should be to complete as many test cases as possible, hopefully all of them.