Test Strategy

As part of your design, you are expected to plan your test strategy

? What is a 'Test Strategy'?

A 'Test Strategy' should provide a selection of tests, as relevant to your proposed solution that show:

- The order in which you intend to test all parts of the solution
- The types of tests to be carried out for each of the components

In the exam you should be given this table to use for your test strategy:

Date of test	Component to be tested	Type of test to be carried out	Prerequisites and dependencies

Test Strategy Template

What do I need to test?

- **System inputs** *(information typed in by the user, clickable buttons etc.)*
- **Calculations** *(to check if they produce the correct answer/output)*
- **Validation** *(restrictions you've added on what can be entered)*
- **Processes** *(any other features of your system, to check if they work as intended)*

Types of Test Data

Valid	Should be **allowed** by the system
Invalid	Should be rejected by the system
Valid Extreme	Inputs which are just **inside** acceptable boundaries
Invalid Extreme	Inputs which are just **outside** acceptable boundaries

Please enter a number from 1-100:

Submit

Examples of Test Data:

Valid	***28, 34, 58, 71, 85 etc..***
Invalid	***"Cat", !~#?, -50, NULL***
Valid Extreme	***1, 99, 100***
Invalid Extreme	***0 -1, -2, 101,102***

'NULL' means leave blank

Once you've started developing your system, you will need to complete your actual Test Log

Test Log Template

ⓘ *Testing should be an iterative process throughout your development* ⓘ
Don't leave it all until the end to test the various parts of your solution
Test as you go along!