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

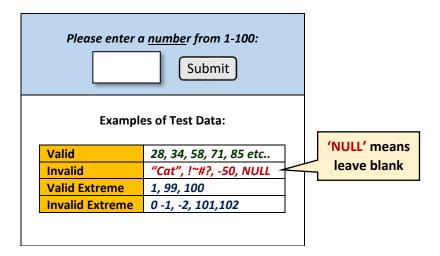
Test Strategy Template

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	



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



(i) Testing should be an iterative process throughout your development (i)

<u>Don't</u> leave it all until the end to test the various parts of your solution

Test as you go along!