

Test Strategy

NBA portal

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Version history

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0.1	14/04/2022	Nikola Stankov	Initial version	In progress

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1. Scope

This document will be reviewed by all teachers of the ITS course for semester 3. The document should be approved by the teachers. The user acceptance tests should be executed when a user story has finished development.

2. Test Approach

There will be multiple test types. For example, there will be user acceptance tests and unit tests as well as integration tests for the data access layer and the controllers' API functionality. These tests will test multiple aspects. It will test if some features work as desired. It will also test the performance of the application and test basic functionality of methods. This way (new) bugs can be easily spotted. Running unit tests will be automated by using Gitlab CI/CD. They will run whenever code is pushed to the main branch. I will aim for 70% test coverage on the code.

3. Testing Tools

I will use Junit for unit testing and to add to more realistic environment as well as a fake database using H2 database. From this I can test the logic layer and data access layer of the application. User acceptance test will be conducted to voluntary people (most probably university colleagues or friends) who want to test the application.

4. Risk Analysis

Unit testing sometimes will not work if the output the same but the logic behind the unit test doesn't work. I can change the logic as intended in the test code to have a proper output from the unit test.

5. User acceptance tests

See the User Acceptance Test document