

Testing the book

Levels of testing:

1. Unit testing:

- Check that all pages are properly aligned;
- Proofread the text;
- Check that the text block is formatted according to the mockup;
- Check the color of the end sheets;
- Check the material of the cover;
- Check the design of the cover;
- Check the information on the spine;
- Check the length of the bookmark tassel;
- Check the material of the bookmark tassel;
- Check the illustration of the dust cover;
- Check the size of the dust cover;

2. Integration testing

- Check that the end sheet and pages are of the same size;
- Check that the chapters are going one by one in the text block;
- Check that the cover is more extensive (0.5 cm from each side) than the body of the book;
- Check that the title on the dust cover, spine, and the front cover is the same;
- Check that the bookmark tassel is attached securely to the body of the book;
- Check that the bookmark tassel is colored according to the book design;

3. System testing

- Check that the size of the book is comfortable for holding;
- Check that text is easy to read;
- Check that the spine is not broken after opening the book;

4. Acceptance testing

- The book is written in a chosen language;
- Check that it is easy to turn pages;

5. Alpha Testing

- Give the book to the team. The team is testing the book by reading it.

6. Beta testing

- Give the book to the group of people for reading and checkup.

Types of testing

Functional:

1. Functional testing

- Check the possibility of reading the book in a low-lit room;
- Check the logic of text presentation;
- Check for the ease of finding the required page;

2. Security testing

- Check that the dust cover protects the book by spilling some coffee on it;

3. Interoperability testing

- Check that the book size suits the backpack;
- Check that the format of the book is consistent with other books;

Non-functional:

4. Performance

- Check the time needed for reading the book;
- Check the time needed to find the last read chapter;

5. Stress testing

- Check the durability of the book after reading it 10 times;

6. Usability testing

- Check the font of the text;
- Check if the cover is nice to touch;
- Check that the body of the book does not fall apart;

7. Localization testing

- Check that the book is correctly translated into another language;
- Check that all text in the book is in a chosen language;
- Check that jokes, names, and some titles are adapted to the corresponding country;

8. UI/GUI testing

- Check the text for mistakes;
- Check the position of the title on the cover;
- Check the page numbering sequence;
- Check the alignment of illustrations.

Changes related

1. Regression testing

- Retest fixed bugs and test-related cases. Page numbering was absent in chapter two. After fixing we recheck the page numbering of this chapter, the correspondence of page numbering to the content of the book, and the numbering sequence in the previous and next chapters.

2. Re-testing

- Reproduce fixed bugs according to existing bug reports. Page numbering was absent in chapter two and after fixing this bug, we should recheck the page numbering of this chapter.

3. Smoke testing

- Check the reprint of the book.

4. Sanity testing

- Conduct main test cases of fixed bugs and new parts of the book.