**Acceptance Tests**

Programming Assignment Unit 2

Department of Computer Science, University of the People

CS2401-01: Software Engineering 1

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**Introduction**

Acceptance tests specify scenarios used for the determination of whether the system or part of a system meets the requirements specified by the customer (Marsic, n. d). Acceptance tests are conducted throughout the project by the customer as a means of assessing the success of the project (Marsic, n. d). In this paper, acceptance tests are written for each of the requirements listed below, and an explanation is given for untestable requirements.

**Nonfunctional Requirements**

1. “The user interface must be user-friendly and easy to use.”
2. “The number of mouse clicks the user needs to perform when navigating to any window of the system’s user interface must be less than 10.”
3. “The user interface of the new system must be simple enough so that any user can use it with a minimum training.”
4. “The maximum latency from the moment the user clicks a hyperlink in a web page until the rendering of the new web page is 1 second over a broadband connection.”
5. “In case of failure, the system must be easy to recover and must suffer minimum loss of important data.”

**Acceptance tests**

**User Interface must be user-friendly and easy to use.**

**Test:** Verify if the user is able to:

* Navigate through the system with minimal guides/tutorials
* Access icons, or tabs that they require
* Move to and from pages/tabs in the system

**The number of mouse clicks the user needs to perform when navigating to any window of the system’s user interface must be less than 10. Test:** Not testable

**Reason:** For a new system, users may require more than 10 clicks when navigating to any window of the system.

**The user interface of the new system must be simple enough so that any user can use it with a minimum training.**

**Test:** Verify that:

* The user interface is user-friendly and easy to use
* Users are able to use the system after a short introduction to the system
* All the required buttons and icons are easily visible and accessible

**The maximum latency from the moment the user clicks a hyperlink in a web page until the rendering of the new web page starts is 1 second over a broadband connection.**

**Test:** Verify:

* Fast rendering of linked web pages
* That there’s minimal wait time after user clicks on a hyperlink
* Correct rendering of the new web page

**In case of failure, the system must be easy to recover and must suffer minimum loss of important data.**

**Test:** Verify that:

* In case of failure, the correct error page is rendered
* After failure, data input-ed by the user is not lost; it’s automatically saved
* Rollback from situation that caused the error is possible

**References**

Marsic, I. (n. d). Requirements Engineering. <https://my.uopeople.edu/pluginfile.php/1655368/mod_book/chapter/395594/lec-5%20RequirementsEng.ppt>

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