

TEST DESIGN TECHNIQUES

Course Presentation

[23 February 2022]

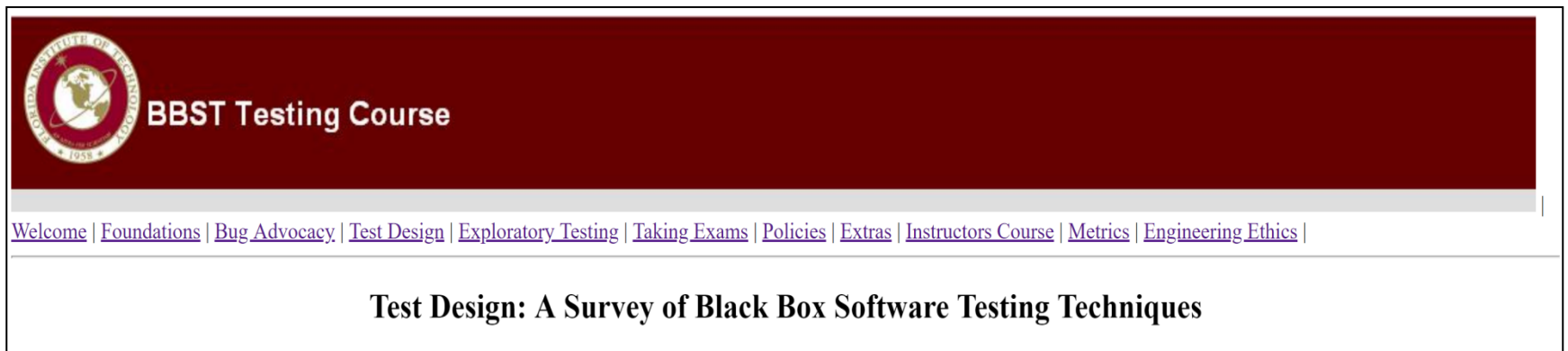
Elective Course, 2021-2022, Spring Semester

Camelia Chisăliță-Crețu, Lecturer PhD

Babeș-Bolyai University

Acknowledgements

The course Test Design Techniques is based on the Test Design course available on the [BBST Testing Course](#) platform.



The BBST Courses are created and developed by **Cem Kaner, J.D., Ph.D.,**
Professor of Software Engineering at Florida Institute of Technology

Contents

- Course Goals
- Activities
- Final Grade
- Workshop
- Activity Planning
- Resources
- Lab activities
- TDTP
 - TDTP Details
- Final Grade
- References

Course Goals

- this course introduces
 - particular **black-box testing concepts**;
 - **test design techniques categories and dimensions**;
 - **test attributes**;
- facilitates practical work on:
 - specific test automation tool – **Selenium WebDriver + Serenity**;
 - **real life software project testing**.
- various **skills improvement** related to
 - **team communication** and **team working**;
 - test design techniques use.

Main intent: understand concepts and apply them.

Activities. Details

- **Lecture (W):** 2 hours/week; 12 weeks;
- **Laboratory (L):** 2 hours every 2 weeks;
- **Project (TDTP):** turn in during week 12.

All activities will be held online.

Final Grade

- **Final Grade (G) is:**
 - **30% L + 10% W + 60% TDTP**

Activity Planning (1)

Week	Lecture	Laboratory
[S01] February 21 – February 25	Lecture 01. Testing Concepts. Techniques Taxonomy	Lab 01. Testing Concepts
[S02] February 28 – March 04	Lecture 02. Coverage-based Techniques I	
[S03] March 07 – March 11	Lecture 03. Coverage-based Techniques II	Lab 02. Coverage-based Techniques
[S04] March 14 – March 18	Lecture 04. Risk-based Techniques I	
[S05] March 21 – March 25	Lecture 05. Risk-based Techniques II	Lab 03. Risk-based Techniques
[S06] March 28 – April 01	Lecture 06. Activity-based Techniques	

Activity Planning (2)

Week	Lecture	Laboratory
[S07] April 04 – April 08	Lecture 07. Evozon: Load Testing. Theory and Practice (<u>Workshop</u>)	Lab 04. Tools for Test Automation - Demo: Selenium WebDriver + Serenity BDD
[S08] April 11 – April 15	Lecture 08. Tester-based Techniques	
[S09] April 18 – April 22	Lecture 09. Bug Reporting (RIMGENT)	Lab 05. TDTP preparation
[S--] April 25 – May 01	Easter Break	
[S10] May 02 – May 06	Lecture 10. Evaluation-based Techniques. Desired-based Techniques	Lab 05. TDTP preparation
[S11] May 09 – May 13	Lecture 11. TDTP Preparation	Lab 06. TDTP Delivery
[S12] May 16 – May 20	Lecture 12. TDTP Delivery	

Used Platforms

- **MS Teams**
 - students are added to **TDTP2021** MS Teams team by the teacher after filling in a form with their details;
- communication over channels:
 - **General**
 - events, announcements, news;
 - **Class Materials** (lecture notes, lab rules and assignments, TDTP details, references);
 - **Lectures**
 - course presentations, demos;
 - workshop;
 - **Lab01, Lab02, Lab03, Lab04**
 - lab activities;
 - demos;
 - **TDTP**
 - test design techniques project details.

Lab Activities

- **goals:**
 - Acquire knowledge on various test design techniques discussed during lectures;
- **assignments:**
 - **week 01-02: Lab 01.** Testing Concepts;
 - **week 03-04: Lab 02.** Coverage-based Techniques;
 - **week 05-06: Lab 03.** Risk-based Techniques;
 - **week 07-08: Lab 04. Tools for Test Automation - Demo: Selenium WebDriver + Serenity BDD**
 - **week 09-10: Lab 05. TDTP Preparation;**
 - **week 11-12: Lab 06. TDTP Delivery.**
- **Lab01 ---> Lab03 are graded;**
 - tasks should be delivered during lab (max. grade 10), no later than next lab (max. grade 8);
 - work on tasks individually or in team.
- **Lab activity (L) = 30% of the final grade (G)**

Load Testing Workshop (W)

- IT company presentation on Testing topics:
 - **week 07:** Load Testing. Theory and Practice (Evozon Systems);
 - students should attend the workshop, otherwise $W=0.00$.
- **Load Testing Workshop (W) = 10% of the final grade (G)**

TDTP

- **TDTP = Test Design Techniques Project**
 - each student enrolled in Test Design Techniques elective course must register, elaborate and deliver TDTP as part of a **team (max. 5 students)**.
 - the registration to TDTP means filling the required data in the **TDTPTeams** file available at this [link](#).
 - the project that will be investigated will be announced no later than week 03.
 - **The registration deadline is the end of week 06.**
 - **TDTP will be delivered during week 12.**
- **TDTP Grade = 10% Project Preparation (week 09/10/11) +
70% Project Elaboration (week 12) +
20% Project Presentation (week 12).**

TDTP Grade = 60% of the final grade (G).

TDTP. Details

- Students will elaborate the a document consisting of
 1. Short description of the application and the tested functionalities;
 2. Testing objectives; Testing mission; Testing strategy;
 3. Test design techniques selected (**three techniques/student**, emphasizing different test *attributes* and *dimensions*; *the investigation of the same technique following two dimensions counts as distinct techniques*);
 4. Reasoning for choosing specific test design techniques to test the product;
 5. Test design, Test implementation, test execution;
 6. Test reporting (report should include #TCs run = #TCs passed + #TCs failed);
 7. Description of at least one issue found, i.e., coding bug or design issue, using RIMGEA;
 8. Conclusions/lessons learned.
- Time allocated for the TDTP presentation: 20 minutes/team.

Final Grade

- **Final Grade (G) is:**
 - **30% L + 10% W + 60% TDTP**

References

- [CFI2021] Stakeholders, <https://corporatefinanceinstitute.com/resources/knowledge/finance/stakeholder/>
- [StakeholderMap2021] Stakeholders, <https://www.stakeholdermap.com/primary-stakeholders.html>
- [GauseWeinberg2011] Donald C. Gause, Gerald M. Weinberg, Exploring Requirements: Quality Before Design, Dorset House, 2011.
- [KanerBach2005] Kaner, C., Bach, J., Requirements Analysis for Test Documentation, <http://www.testingeducation.org/BBST/extras/BBSTTestDocs2005.pdf>.
- [Rochkind2004] Rochkind, Marc J. (2004). Advanced Unix Programming, Second Edition. Addison-Wesley. p. 1.1.2.
- [Frentiu2010] M. Frentiu, Verificarea si validarea sistemelor soft, Presa Universitara Clujeana, 2010.
- [BBST2010] BBST – Fundamentals of Testing, Cem Kaner, <http://www.testingeducation.org/BBST/foundations/BBSTFoundationsNov2010.pdf>.
- [Pressman2000] Roger S. Pressman, Software Engineering: A Practitioner's Approach, McGraw-Hill, Inc., 2000.
- [Crosby1980] Philip B. Crosby, Quality Is Free, Signet Shakespeare, 1980.
- [Juran1998] A. Blanton Godfrey, Joseph Juran, Juran's Quality Handbook, McGraw-Hill, 1998.
- [Weinberg1992] Gerald Weinberg, Quality Software Management , Vol. 1: Systems Thinking, Dorset House Publishing, 1992.
- [Patton2005] R. Patton, Software Testing, Sams Publishing, 2005.
- [Dijkstra1969] E.W. Dijkstra, Software engineering techniques, Report on a conference sponsored by the NATO Science Committee, Rome, Italy, 27-31 October 1969.
- [Myers2004] Glenford J. Myers, The Art of Software Testing, John Wiley & Sons, Inc., 2004
- [IEEE1990] IEEE STD 610, In IEEE Standard Glossary of Software Engineering Terminology, 1990.
- [BBST2011] BBST – Test Design, Cem Kaner, <http://www.testingeducation.org/BBST/testdesign/BBSTTestDesign2011pfinal.pdf>.