Test Attributes (Part I) for Activity Techniques I

Attribute/Technique	Use Case T.	Scenario T.	Guerilla T.	All-Pairs T.	Random T.
Coverage	Core	Desired	Desired	Core	Desired
Information value (tester)		Desired		Core	
Easy to evaluate		Core	Core		
Value (stakeholder)				Core	
Credible	Core	Core	Desired		Desired
Validity	Desired	Desired	Desired	Desired	Desired
Power			Core		
Representative		Desired		Desired	
Non-redundant	_				Desired
Motivating (stakeholder)	Core	Core	Core	Core	

Test Attributes (Part I) for Activity Techniques II

Attribute/Technique	Installation T.	Regression T.	Long sequence Regression T.	Dumb Monkey T.	Performance T.
Coverage	Desired		Desired	Desired	Desired
Information value (tester)	Core	Desired	Core		Core
Easy to evaluate				Desired	
Value (stakeholder)			Desired		
Credible	Core				Desired
Validity	Desired	Desired	Desired	Desired	Desired
Power	Core		Core		Core
Representative	Core		Desired		Desired
Non-redundant				Desired	
Motivating (stakeholder)	Core		Core		Desired

Test Attributes (Part II) for Activity Techniques I

Attribute/Technique	Use Case T.	Scenario T.	Guerilla T.	All-Pairs T.	Random T.
Performable	Desired	Desired	Core	Core	Desired
Reusable	Desired	Desired			Desired
Maintainable	Desired	Desired			Desired
Supports troubleshooting			Core	Core	
Appropriately complex	Desired	Core	Desired	Desired	Desired
Accountable	Core	Desired	Core	Desired	Desired
Affordable		Desired			Desired
Opportunity Cost		Desired		Desired	

Test Attributes (Part II) for Activity Techniques II

Attribute/Technique	Installation T.	Regression T.	Long sequence Regression T.	Dumb Monkey T.	Performance T.
Performable	Core	Core	Core		Desired
Reusable	Core	Core	Core	Desired	Desired
Maintainable	Core	Core	Core		Desired
Supports troubleshooting	Desired	Desired	Desired		Desired
Appropriately complex	Desired	Core	Core	Desired	Core
Accountable		Desired	Core		
Affordable		Core	Core		Core
Opportunity Cost			Core		Core