

Objectives

- to discuss and to reflect on the software testing concepts presented in Lecture 01;
- to elaborate a mind map for a testing concept presented in Lecture 01.

Please perform the following tasks during laboratory.

All students will have to perform the below tasks in week 01 or week 02 only.

Task	Description
<p>[individual task] Software Testing Definition [10 min] [5 points]</p>	<ol style="list-style-type: none"> 1. Play the game „Testing is...” available at http://testingis.brainforit.com/. The goal is to select the most appropriate software testing definition according to your current knowledge and/or information presented to you during Lecture 01. 2. Place a vote for your definition within the channel Lab01 for this task. <ol style="list-style-type: none"> 2.1. In case your definition <u>is already posted</u> just vote it by adding <i>reaction</i> for the specific definition. 2.2. In case your definition is <u>not posted</u>, copy and paste its statement within the designated channel.
<p>[group task] Debriefing on “Software Testing Definition” task [10 min]</p>	<ul style="list-style-type: none"> • Testing definitions previously voted will be discussed with the whole group.
<p>[teams of 3/5 students] Mind Map [40h] [5 points]</p>	<ol style="list-style-type: none"> 1. Please build teams of 3 to 5 students. 2. Lab01_MindMap file consists of a short introduction in mind mapping. Choose a mapping tool (e.g., Mindmap, xMind or MindMeister). 3. Choose a concept and develop a mind map. You may select one from the followings: <ol style="list-style-type: none"> 3.1. Stakeholder types [1 group]; 3.2. Testing definition [1 group]; 3.3. Test design techniques taxonomy [2-3 groups]; 3.4. Test case attributes [1 group]; 3.5. Other concept at your choice. 4. Please present and discuss your mind map to other teams. Improve your mind map based on the comments/suggestions. 5. Please post the file containing the mind map on the channel Lab01.
<p>[teams of 3/5 students] SUT Setup [10 min]</p>	<ul style="list-style-type: none"> • Think and discuss on the software under test (SUT) that will be used starting with Lab02 to apply various black-box test design techniques. You may choose GnuCash application (https://www.gnucash.org/) or you can work on other software.
<p>[individual/team] TDTP [10 min]</p>	<ul style="list-style-type: none"> • Think, discuss and reflect on the project choices presented during Lecture 01 Test Design Technique Project (TDTP). Try to build a team for TDTP.