Test Strategy

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I. Test Product Overview

We will test an open-source abandonware software called “MyWebServer” in GitHub. It is a web server supporting multiple platforms written in java and aiming to redistribute on a wide range of Internet Of Things (IoT).

II. Stakeholders

1. The Software Development Company (SDC)
2. IoT Developers
3. Customers

III. Testing Goals

1. The Software Development Company (SDC):
   SDC aims to redistribute this server on a wide range of Internet Of Things (IOT).
   This open-source web server needs to be easily developed as a java-web-server on many different devices.

2. IoT Developers
   IoT Developers want minimal configuration for running this web server.
   IoT Developers want an easy integration and adaptation of the web server on many different platforms.

3. For Customers
   Customers want easy access and absolute security.

IV. Testing Means

1. Time: 20 hours and should be done by 11 of December
2. People: One tester
3. Equipment:
   Intellij IDEA
   JUnit (Unit testing tool)
   One MacBook running Mac OS and Windows on a virtual machine
   Chrome
   JMeter (Load testing tool)
4. Other: Having access to testing experts and domain knowledge experts

V. Testing Strategy

For SDC goals, since this “MyWebSever” is an abandoned code contained with the JUnit test, we can use the automated test it supports for the existing code.
Since it is the first test of this web server, we will mainly focus on manual testing and regression testing for goals of SDC and IoT developers for functional requirements.
For a minimal configuration and customer’s goal, we will mainly focus on non-functional tests. But due to the time limitation, this part could be done during the next iteration.

VI. Testing deliverables

1. Test strategy
2. Test plan
3. Test cases
4. Test report