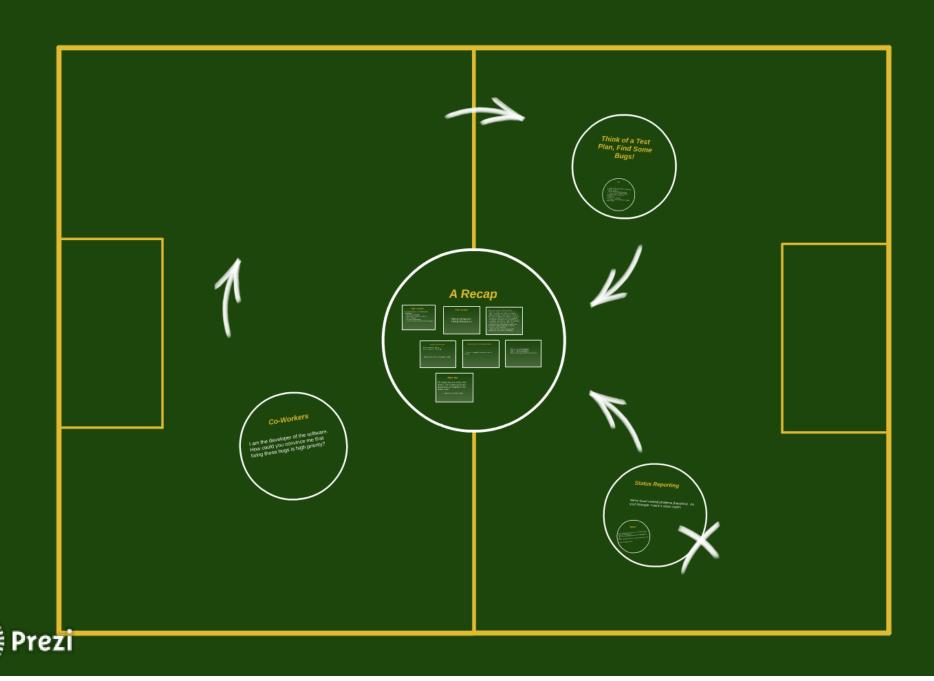
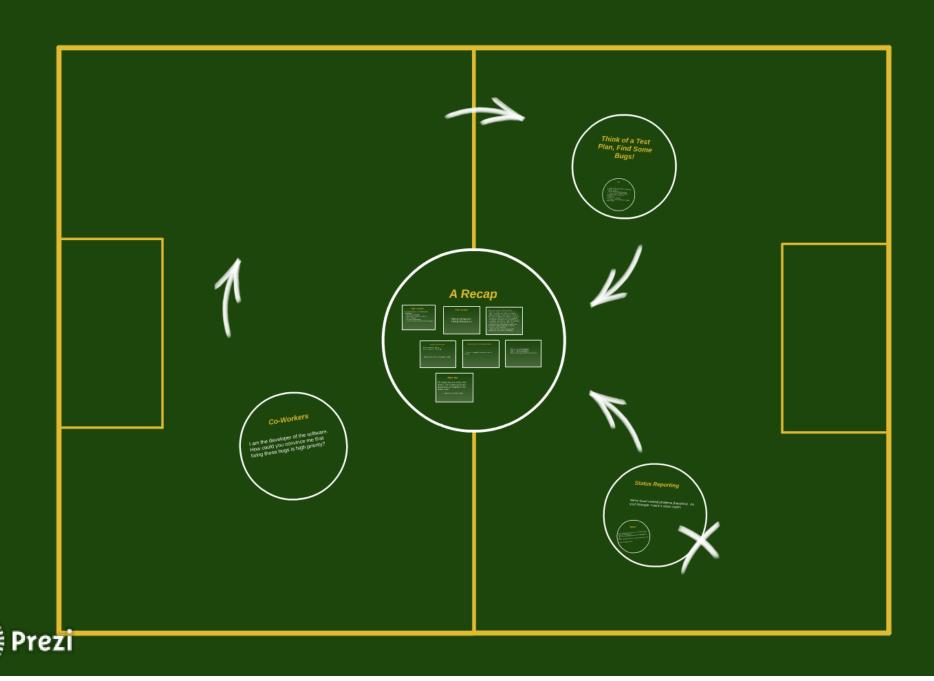
CS1632- Interacting with Stakeholders, Part II



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A Recap

Last Lecture...

- We discussed general interactions was stakeholders.
 > What is a stakeholder?
 > What should I discuss with them?
 > How to discuss?
 > Clainfing Requirements
 > Understanding and speaking their language(s)

This Lecture

Putting it all together. Putting it into practice.

"[If we take any idea which is abstract or incomplete, we find, on examination, that if we troget is incompleteness, we become provided in contradictions, these contradictions turn the idea in question into its opposite, or annithesis, and in order to escape, we have to find a new, less incomplete dica, which is the synthesis of our original idea and its anothesis. This new idea, though less incomplete than the idea we started with, will be found, nevertheless, to be still not wholly complete, but to pass into its anothesis."

-Bestrand Fussell, summarizing Hegelan philosophy in The Problems of Philosophy

... and you are going to report to me about its quality.

Part 1 - Defect Reporting Part 2 - Status Reporting Part 3 - Discussing with Co-Workers

Black Box

For tonight, you are all black box testers. This is open-source but please don't go Googling for the source code.*



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We discussed general interactions with stakeholders..

- > What is a stakeholder?
- > What should I discuss with them?
- > How to discuss?
- > Clarifying Requirements
- > Understanding and speaking their language(s)



This Lecture

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"[I]f we take any idea which is abstract or incomplete, we find, on examination, that if we forget its incompleteness, we become involved in contradictions; these contradictions turn the idea in question into its opposite, or antithesis; and in order to escape, we have to find a new, less incomplete idea, which is the synthesis of our original idea and its antithesis. This new idea, though less incomplete than the idea we started with, will be found, nevertheless, to be still not wholly complete, but to pass into its antithesis, with which it must be combined in a new synthesis."

-Bertrand Russell, summarizing Hegelian philosophy in *The Problems of Philosophy*



Practice Makes Perfect

We've talked about testing We've talked about interacting

Now let's do some interactive testing.



We Are Going To Test My Application

... and you are going to report to me about its quality.



Part 1 - Defect Reporting

Part 2 - Status Reporting

Part 3 - Discussing with Co-Workers



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* I assume you're all honorable.



Think of a Test Plan, Find Some Bugs!

Hints

- 1. What are the steps where something could go wrong?
- 2. What are the important steps?
- 3. Can you think of enhancements?
- 4. Is there anything difficult to understand?
- 5. What is the severity?
- 6. Can you cause problems externally (client-side)?



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Status Reporting

We've found several problems (hopefully). As your manager, I want a status report.

Think:

What is the best way to subdivide the functionality?
How bad are the defects?
What would be the best way to communicate this to
What would be the best way to add the enhancements?
How important would it be to add the enhancements?
Use your best judgment.



Think:

What is the best way to subdivide the functionality? How bad are the defects?

What would be the best way to communicate this to me?

How important would it be to add the enhancements?

Use your best judgment.



Co-Workers

I am the developer of the software. How could you convince me that fixing these bugs is high priority?



CS1632- Interacting with Stakeholders, Part II

