

OBJECT ORIENTED METHODOLOGIES

It is a new system approach which helps in the reuse of software components. It employs international standard unified modelling language (UML) from the Object Management Group (OMG). Using this methodology a system can be developed on a component basis, which enables the effective reuse of existing components, it facilitates the sharing of its other system components.

- 3 Types:
1. Object Modelling Techniques (OMT)
 2. Object Process Methodology (OPM)
 3. Rational Unified Process (RUP)

OMT: It is one of the 1st object oriented methodologies which uses 3 different models that are combined in a way that is analogous to the older structured methodologies

Analysis :

- The goal is to build models of the world
- The requirements of the users, developers and managers provide the information needed to develop the initial problem statement

OMT models :

- Object Model: represents static structure of system
- Dynamic Model: Captures behaviour of system over time
- Functional Model: describes data transformations of system

Design

- Specifies all the details needed to describe how the system will be implemented and the system is designed

OPM: It has one diagram which is used for modelling the structure, function & behaviour of the system.

3 main process

- unifying: determines higher level requirements, the scope of system & requirements and resources that are required.
- developing: involves detailed analysis, design & implementation of system
- deploying: introduces the system to the user & subsequent maintenance of system.

RUP: consists of 4 phases

1. Inception
2. Elaboration
3. Construction
4. Transition

- Each iteration consists of nine work areas of discipline
- A discipline depends upon the phase in which iteration is taking place

OBJECTIVES

- encourage greater re-use
- produce more detailed specification of system constraints
- to have fewer problems with validation

BENEFITS:

- easier to produce & understand designs
- It allows changes more easily
- Simplicity, Reusability
- Increased Quality, Maintainance
- Scalable, Modularity, Modifiability
- Client/Server Architecture

SOFTWARE QUALITY ASSURANCE: is a process which works parallel to development of software. It focusses on improving the process of development of software so that problems can be prevented before they become a major issue. It has

- Quality management approach
- Formal technical reviews
- Multi-testing strategies
- Effective software technology
- Measurement & Reporting mechanism

ACTIVITIES

SQA Management Plan: Make a plan for how you will carry it out with SQA throughout the project. Check level of SQA team skills

Set the Check Points: SQA team should set checkpoints. Evaluate the performance of the project on basis of collected data on different check points

Multi-testing Strategy:

Do not depend on a single testing approach. When you have a lot of testing approaches available.

Measure Change Impact:

The changes for making correction of an error sometimes reintroduces more errors. Keep the measure of impact of change on project.

Manage Good Relations:

In the working environment managing good relations with other teams involved in the project development is mandatory.

BENEFITS :

- SQA produces high quality software
- High Quality application saves time & cost
- SQA is beneficial for better reliability
- SQA is beneficial in the condition of no maintenance for a long time
- High Quality commercial software increases market share of company
- Improving the process of creating software
- Improves the quality of software

DISADVANTAGES OF SQA

There are number of disadvantages of quality assurance. Some of them include adding more resources, employing more workers to help maintain quality & so much more.

Impact of Object Orientation on TestingERRORS :

- Less plausible (not worth testing for)
- More plausible (worth testing for now)
- New types of errors may appear

Most current software testing techniques are congruent with functional software. A unit of software is either tested against its specifications or against some code coverage criterion to execute its identified paths.

In object-oriented system, testing encompasses three levels, unit testing, subsystem testing, system testing.

UNIT TESTING: In this, the individual cases are tested. It is seen whether the class attributes are implemented as per design and whether the methods and the interfaces are error-free. Unit testing is the responsibility of application engineers.

SUBSYSTEM TESTING: This involves testing a particular module or a subsystem and is the responsibility of the subsystem lead. It involves testing the associations within the system as well as the interaction of the subsystem with the outside.

SYSTEM TESTING: System testing involves testing the system as a whole and is the responsibility of the quality-assurance team. The team often uses system tests or regression tests when assembling new releases.

DEVELOP TEST CASES AND TEST PLANS:

A test case, is a document that lays out the following for a singular test scenario.

- test data
- scenarios
- description
- procedures/inputs
- testing environment
- expected and actual results

A test plan, is a comprehensive document that lays out all major activities associated with a particular testing project. It includes:

- scope of project
- target market
- goals & objectives
- assumptions
- testing environment
- deliverables
- testing cycle start/end date
- major risks & handling
- testing end date

3 types :

- (i) Master test plan: has multiple levels of testing
- (ii) Phase test plan: address any one phase
- (iii) specific test plan: designed for non-functional testing like security testing

→ STEPS TO WRITE A TEST PLAN

- analyse the product
- design test strategy
- define test objectives
- define test criteria
- Resource planning
- plan test environment
- schedule and estimation
- Determine test deliverables

GUIDELINES

- specificity
- avoid redundancy
- avoid lengthy paragraphs
- use lists & tables
- delete unnecessary sections
- update the plan

Importance:

- helps determine necessary effort to validate the quality of software application
- helps people understand the test details related to the outside like customers, developers, business managers