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## 1.Introduction

This is a document which provides a plan for testing the program we created regarding the Biology Project. Its point is to create teams, made out of a group of students and a teacher. Every student has various details about themselves like name, age, class, email, the role they have chosen to participate as and so on.

## 2.Entry and exit criteria

# 2.1.Entry criteria

* Access to the application is provided
* Code development has been paused until QA testing has finished

# 2.2.Exit criteria

* Most of the test cases are passed as successful
* There are no critical issues and bugs which can ruin the experience of the user
* There is no more time left

## 3.Objectives and tasks

# 3.1.Objectives

• The objectives of this testing process are to assure that at least 85% of the functionalities of the application are relevant for use and do not contain any crucial bugs and issues.

# 3.2.Tasks

• The headmost tasks that must be concluded in order to successfully perform the testing of the application and verify its bug free status will be: o Singling out the most important elements to be tested o Designing the distinct test cases o Performing automated unit testing o Preparing test and bug reports

## 4.Scope

• Automated unit testing o Functions which deal with the student’s and teacher’s data

## 5.Approach

• Approach to automation o Unit testing for C++ with Native Unit Test Projects from Visual Studio

## 6.Testing process

# 6.1.Test deliverables

* Test plan
* Excel workbook with description of the test cases grouped by different criteria in various test suites

# 6.2.Resources

* Microsoft Unit Testing Framework for C++
* Excel for organizing and managing the test suites
* GitHub for reporting problems