# Team 4 4/30/2016

SER 216

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Plotter Test Summary

# Objectives and Testing Goals

The goal of the team was to thoroughly test and examine the Plotter graphing application in order to find any defects, gaps in functionality, and any possible enhancements that could be made to the program. Ultimately, the team set out to optimize the user experience by logging, fixing, and re-testing any findings. In order to comprehensively test the program, the team analyzed and discussed different testing methodologies before deciding on a combination of automated tests (such as unit and functional tests) along with manual test cases. Although automated and programmatic testing as a big advantage in being reusable and valuable in regression testing for changes in the code, the team decided that manual testing was also very important given the mathematical nature of the application. Since there are a plethora of possibilities regarding what the user can enter into the application, it would be an unwise use of resources to try and automate every single use case. Additionally, in order to ensure that the program can handle regular use by a user, performance and load testing have also been implemented; although this does not test functionality, it will ensure that the application will run with the expected performance in a production environment. The team decided to do this testing programmatically since load testing is very hard to reproduce manually.