Quiz 04: Testing

Due Feb 20 at 10pm   **Points** 10   **Questions** 5   **Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides.   You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	**Attempt 1**	51 minutes	0 out of 10 *

* Some questions not yet graded

Score for this quiz: **0** out of 10 *
Submitted Feb 17 at 2:12pm
This attempt took 51 minutes.

Question 1   Not yet graded / 2 pts

What is the difference between unit testing and acceptance testing?

Your Answer:

Unit testing is performed by the developers to test the unit or features just developed recently whereas acceptance testing is performed by the stakeholders and quality assurance people. Acceptance testing is executed by the business people who are not familiar with the coding and logic used to develop the product.

Unit testing is lower level testing and acceptance testing is high level testing.

Question 2   Not yet graded / 2 pts

What types of feedback do tests provide?

Your Answer:

The tests provides useful feedback to the developers as well as the customers.

Developers can know what part of the code is working and which part is failing. It helps them to correct the code by looking for the areas where the failure might be taking.

Customers can determine the quality of the product and insights on how the development team is doing. It provides customers an input for the approval of the product developed.

Testing also helps in management of the project where the tests are written first to track the project progress.

Question 3   Not yet graded / 2 pts

Why should you only write a few tests at a time when practicing TDD?

Your Answer:

We should only write a few tests at a time when practicing TDD because writing too much code for few tests will make debugging harder. Writing few tests helps us to debug the code in a better and an easy way and while debugging one issue, it will not create a new issue.

It helps us to continuos integrate when we want to know whether all the code is working properly or not.

Question 4   Not yet graded / 2 pts

Write a user story for some aspect of a university course registration system using the standard BDD template proposed by Dan North.

Your Answer:

As a student,

I want to register the courses online,

so that I don't have to go to registrar when I want to enroll for the course.

Scenario 1

Given the student has fulfilled the requirements,

When he wants to register for the course,

Then he can register the courses online using university portal.

Scenario 2

Given the student has not paid the course fees,

When he wants to enroll for courses online,

Then he cannot register online without paying fees.

Scenario 3

Given the student has completed the course requirements,

When he want to know the core courses

And the course schedule,

Then he can find it online on the university portal

And select the courses accordingly as he desire.

Question 5   **Not yet graded / 2 pts**

What is the purpose of the fixture in FitNesse?

Your Answer:

The fixture in FitNesse is the connection between test system and application.

User defines a set of tests in the table and when he hits the test button, a fixture is invoked to process the table generated by the user. The fixture maps the user tests to the relevant application code. The fixtures are the parts which converts the tables to the code.

Quiz Score: **0** out of 10