What Should I Test?

THE WORKSHEET

Get yourself over the hurdle of knowing what to test

1 What would be the worst part of your application to break?

Example: In an ecommerce app, the checkout process is vital.

2 What are the untested parts of the code related to this functionality?

Example: For the checkout process, there is code for calculateShipping() and updateCart()

3 How do developers and users interact with their parts?

Example: The developer writes code that renders the checkout form, and a user fills the form & clicks the button.

DEVELOPER INTERACTIONS

USER INTERACTIONS

4 Choose an interaction, and write step-by-step instructions for a Dev or User to manually test it.

This might be a simple "Increment by 1", or a more involved:
1) Fill in a fake name & address
2) Click the submit button
3) Check submitted data against mocked `/checkout` ...

1
2
3
4

5 One by one, start automating each instruction on the list.

When you finish working through each of the instructions, move on to the next interaction in Step 3

6 Repeat!