High Order Testing for Blackjack

Team 1

\*\* We did not include tests for some tests we ran on our test plan. So for we bolded the description ones that we considered passed but do not have a test.

**Performance Testing**

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| Test Number | Description of Test/Test Number | Test Result | Severity |
| 1 | **Run 10 Copies of the program at once.** | The programs running respond with no delays. | Important |
| 2 | **Run the program on different operating systems.** | The program runs successfully with no lagging in OS X, Linux, and Windows. | Critical |
| 3 | Run the program on different JVM versions. | J2SE7 Version 51 was not supported for this apps. | Critical |
| 4 | **Leave the program running for 45 minutes.** | The task manager consistently shows about 11.8-12.0MB of memory usage. | Critical |

**Usability Testing**

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| --- | --- | --- | --- |
| Test Number | Description | Test Result | Severity |
| 1 | Daniel Cruz had Emily Helding try to use the application and recorded her response. | Without a GUI, it’s hard to interpret what the cards are. | Workaround |
| 2 | Himal King had Jennifer Escobedo try to use the application and recorded her response. | Thought that using the terminal was confusing and was intimidating. She wishes that there was a tutorial where she was told what to do in game. | Important |

**Security Testing**

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| --- | --- | --- | --- |
| Test Number | Description | Test Result | Severity |
| 1 | Decompiling the jar file. | You can run a Java Decompiler and look at and modify the source code. | Important |

**Volume Testing**

* Not applicable, there’s no way to add volume to the game because it’s input/output based.

**Stress Testing**

* Not applicable, no time constraints can be specified with a given volume