1. You need to estimate how long it will take to launch Tesla into space. Apply the known techniques of Estimations for calculations

To determine how long it will take to launch Tesla into space. We will use the most appropriate, in my opinion, methods.

1.1 Cone of uncertainty

|  |  |  |
| --- | --- | --- |
| Life-cycle phase | Optimistic assessment | Pessimistic assessment |
| Idea. Launching Tesla into space | 0.25x | 4x |
| Determine the purpose of this project | 0.32x | 3.1x |
| Find out what we need to make the Tesla start up possible. The creation of a rocket with sufficient power to launch such a dimensional cargo as Tesla. | 0.5x | 2x |
| Appearance. Creation and design of the Tesla itself. This stage can go in parallel with the creation of a rocket | 0.67x | 1.5x |
| Getting a permission to run, this procedure is not so simple and easy, so it should be taken into account. | 0.8x | 1.25x |
| Rental site for launch. Since there is only one suitable area. You must select the date in advance. | 0.9x | 1.15x |
| Rocket launch with a Tesla on board | 1x | 1x |

We also take into account risks, such as the human factor and the probability of site repair. Thus we add two more years.

* 1. Based on experience and expert opinion

In our team there is a person who not only has experience on such a project, but also is an expert in this matter. According to his data, the launch of space into space took 7 years. But since we have another team and no experience in this matter, we can multiply its term by two, thereby obtaining the approximate time that we need. 14 years.

* 1. Three point method

Also, based on the experience of the other team, we can take their period as a real value (7 years), taking into account our experience in this matter, we take a pimimistic value of 13 years, an optimistic and least realistic value of 4 years. According to the formula indicated in the "method, three points," we calculate the value. (4 + 7 \* 4 + 13) /6=7.5 we need so many years to run Tesla into space.

1. Let's assume that you need to schedule activity for testing for the whole project. Write out a list of what you plan to do and in what order.

2.1 Testing of the requirements.

2.2 Drawing up ideas, design tests

* analysis of the scope of work;
* definition and description of test cases;
* definition and structuring of test procedures;
* review and evaluation of the test coverage;

2.3 Writing test documentation (test cases, check sheets)

2.4 Evaluation of tests.

* evaluation of coverage by test cases;
* evaluation of code coverage;
* analysis of defects;
* determine the criteria for completion and success of testing.

2.5 Conducting the tests

* execution of test procedures;
* assessment of the performance of tests;
* recovery from failed tests;
* verification of results;
* investigation of unexpected results;
* error recording;

2.6 Writing test reports.

2.7 Summing up, after the release, identifying and eliminating errors in the design and testing.

* Team members express their opinion about the past sprint.
* Two main questions are answered:

What was done well?

What needs to be improved in future?

* Improve the development process (solving issues and fixing successful solutions).

1. Imagine that you just finished the sprint. In it was regression and the development of a new functional. Write a report (all values can be taken from the ceiling) about testing. Choose useful metrics for your case

Test result report "Сalculator" v1.98

1. Was tested the program "Сalculator" v1.98

2. The following were conducted:

• Functional testing,

• testing the user interface,

• usability

• testing of new functionality

• regression testing

3. Test coverage 100%

The program "Сalculator" v1.98 fulfills the basic requirements to the functions of the "Calculator" program and to its user interface.

4. Were conducted 87 tests , 12 bugs were found (13.8% of the total number of tests)

Classification by priorities:

- 58.3% low level (of which 14.3% usability bug, 85.7% interface bugs);

- 25% average level (33,3% of usability, 33,3% functionality bug, 33,3% interface bug)

-16.7% high level (50% bug of usability, 50% bug of the interface)

5. Conclusions on the test results:

the product meets the requirements of 86.2%

the product is not ready for transfer to the customer. Readiness 86.2%