Week10 Activity - Software Testing Principles (100%)

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- Answers are highlighted

1. ***Understanding Software Testing (20%):***

   Provide an overview of software testing, its importance, and various testing methodologies (e.g.,functional, usability, performance testing).

   Software testing is important as it helps to identify any issues and defects with the written code so they can be fixed before the software product is delivered. It improves product quality, and makes the software more appealing to the customer since it is a quality product.
   Functional testing aims to ensure that software operates correctly and meets its design requirements, while Usability testing assesses the user experience and satisfaction.
   Other forms of testing are Unit testing, Integration testing and Acceptance testing or UAT - User Acceptance Testing.

2. ***Aspect of Daily Life Selection (40%):***

   Choose a specific aspect of daily life to improve, such as time management, health and fitness, productivity, budgeting, or communication. Develop a testing strategy to comprehensively evaluate the chosen aspect of daily life, defining goals, methods, and criteria for success.

   I will choose time management.
   - Check if appointments and deadlines are being met.
   - Test scheduling times for min max testing
   - Test unexpected events for negative cases
   - Perform various functional and usability tests

3. ***Automation of Testing (40%):***

   Explore and implement automated methods (e.g., using apps, spreadsheets) to continuously test and monitor the chosen aspect in daily life.

   - Use of software such as a calendar app, reminder app or to-do list app.
   - Print calendars to have hard copy back-ups
   - Record data in spreadsheet app to output visual representations
   - Use hardware, such as a smartphone or smart watch, to track location and other information to help identify additional testing opportunities.
   - Create small programs to help parse through data collection.