

Apple Issues Emergency Security Updates to Close a Spyware Flaw

Researchers at Citizen Lab found that NSO Group, an Israeli spyware company, had infected Apple products without so much as a click.



Definitions

Test Strategy

- document that describes the generic requirements for testing and details how to perform testing within an organization.
- высокоуровневое описание уровней тестирования, которые должны быть выполнены, и тестирования, входящего в эти уровни, для организации или программы из одного или более проектов.

Test Plan

- documentation describing the test objectives to be achieved and the means and the schedule for achieving them, organized to coordinate testing activities.
- документ, описывающий цели, подходы, ресурсы и график запланированных тестовых активностей. Он определяет объекты тестирования, свойства для тестирования, задания, ответственных за задания, степень независимости каждого тестировщика, тестовое окружение, метод проектирования тестов, определяет используемые критерии входа и критерии выхода и причины их выбора, а также любые риски, требующие планирования на случай чрезвычайных обстоятельств

Test Plan

- A test plan for software project can be defined as a document that defines the scope, objective, approach and emphasis on a software testing effort

- Components of Test plan include- Test plan id, features to be tested, test techniques, testing tasks, features pass or fail criteria, test deliverables, responsibilities, and schedule, etc.

- Test plan is carried out by a testing manager or lead that describes how to test, when to test, who will test and what to test

- Test plan narrates about the specification

- Test plan can change

- Test planning is done to determine possible issues and dependencies in order to identify the risks.

- A test plan exists individually

Test Strategy

- Test strategy is a set of guidelines that explains test design and determines how testing needs to be done

- Components of Test strategy includes- objectives and scope, documentation formats, test processes, team reporting structure, client communication strategy, etc.

- A test strategy is carried out by the project manager. It says what type of technique to follow and which module to test

- Test strategy narrates about the general approaches

- Test strategy cannot be changed

- It is a long-term plan of action. You can abstract information that is not project specific and put it into test approach

- In smaller project, test strategy is often found as a section of a test plan

User story

- a user or business requirement in the everyday or business language which is capturing the functionality a user needs, the reason behind it, any non-functional criteria, and also including acceptance criteria.
- Высокоуровневое пользовательское или бизнес-требование, обычно использующееся в гибких методологиях разработки программного обеспечения. Обычно состоит из одного или нескольких предложений на разговорном или формальном языке, описывающих функциональность, необходимую пользователю, любые нефункциональные требования и включающих в себя критерии приемки

Use Case

- a sequence of transactions in a dialogue between an actor and a component or system with a tangible result, where an actor can be a user or anything that can exchange information with the system.
- Последовательность операций во взаимодействии актера и компонента или системы со значимым результатом, при которой актером может быть как пользователь, так и все, что может обмениваться информацией с системой.

User stories are normally, and purposely, more vague. The user story provides a simplified, abridged description in layman's terms of what a feature should help the user do. This leaves it more open to interpretation and encourages more creativity and discussion on the part of the design and development teams.

Use cases cover more ground by showing how the user should interact with the system and how the system should reciprocate. They go into further detail about how the individual steps in a feature's process.

Test case

- a set of preconditions, inputs, actions (where applicable), expected results and postconditions, developed based on test conditions.
- набор входных значений, предусловий выполнения, ожидаемых результатов и постусловий выполнения, разработанный для определенной цели или тестового условия, таких как выполнения определенного пути программы или же для проверки соответствия определенному требованию.

Bug Report

- a document reporting on any flaw in a component or system that can cause the component or system to fail to perform its required function.
- документ, содержащий отчет о любом недостатке в компоненте или системе, который может привести компонент или систему к невозможности выполнить требуемую функцию.

USE CASE TEMPLATE

- **Name** – A clear verb/noun or actor/verb/noun descriptor that communicates the scope of the use case.
- **Brief Description** – A brief paragraph of text describing the scope of the use case.
- **Actors** – A list of the types of users who can engage in the activities described in the use case. Actor names should not correspond to job titles.
- **Preconditions** – Anything the solution can assume to be true when the use case begins.
- **Basic Flow** – The set of steps the actors take to accomplish the goal of the use case. A clear description of what the system does in response to each user action.
- **Alternate Flows** – Capture the less common user/system interactions, such as being on a new computer and answering a security question.
- **Exception Flows** – The things that can happen that prevent the user from achieving their goal, such as providing an incorrect username and password.
- **Post Conditions** – Anything that must be true when the use case is complete.

Lab 5: Use Case Specifications

- The use case specification document (template) describes the process for developing use case specifications during requirements gathering. This process needs to be followed when developing functional requirements especially when those requirements are from a user's perspective.

Use cases specification template

< ToDo: Create a table for each use case. Use cases must be numbers e.g., UC01, UC02.... />

Use case Id: UC??	<Use case Title>
Brief Description	
Primary actors	
Preconditions:	
Post-conditions:	
Main Success Scenario:	
Actor Action	System Response
1.	2.
Alternative flows:	
2.a.	

Example

Use case Id: UC01	Login
Brief Description	User login to the Payroll System
Primary actors	Payroll Officer and HR Manager
Preconditions:	The user has a valid account.
Post-conditions:	If the use case was successful, the actor is logged into the system. If not, the system state is unchanged.
Main Success Scenario:	
Actor Action	System Response
1. Enters username and password	2. The system validates the entered username and password and logs the user into the system (See 2.a. for alternative flow)
Alternative flows:	
2.a. Invalid Username/Password	
If the user enters an invalid username and/or password, the system displays an error message. The user can choose to either return to the beginning of the basic flow or cancel the login, at which point the use case ends.	

Test Scenario Template						
Module Name / Requirement ID	Test Scenario ID	Test Scenario Name	# Of Test Cases	Test Case ID	Test Case Name	Comments
Login Module	TS_001	Verify Login Functionality	4	TC_001	Verify User is able to login with CORRECT User Id and Password	
				TC_002	Verify User is NOT able to login with INCORRECT User Id and CORRECT Password	
				TC_003	Verify User is NOT able to login with CORRECT User Id and INCORRECT Password	
				TC_004	Verify User is NOT able to login with INCORRECT User Id and INCORRECT Password	
Login Module	TS_002	Verify Reset Functionality	2			
Login Module	TS_001	Verfiy Cancel Functionality	2			