ID: 180917

Course: Software Testing

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Class Summary

In the class shown above we learned the fundamentals of software testing and it importance in the creation of well-engineered products. In order to have well engineered software it is salient that it is subjected to rigorous testing which will inevitably reveal its flaws. Software Testing, as simple as it may sound is a very substantial field of software engineering. There are many categories of software testing such as unit testing, acceptance testing, black box testing, white box testing and many more.

Wherever humans are involved the possibility of errors is automatically guaranteed. Throughout the software coding process human thought is constantly required. As such all software projects are prone to some error especially those of large magnitude. Errors and Software Quality are inversely proportional. Software Quality consists of two attributes, they are said to be either static or dynamic. Static quality attributes include the structure of a project, the testability of the source code and overall quality of the software’s corresponding documentation.  
 We were also taught about the input domain. The input domain is all the possible combinations that may be entered by a user. Input domains are usually very large and in order to be thoroughly tested automation is usually required. The automated testing tool that we were introduced to is called calabash. It utilized Cucumber and the Gherkin syntax to create testing scenarios which are interpreted and ran on a mobile device. This tool is useful because if used on a large project is can potentially save a lot of time and expense of having a fully-fledged testing team where all testing is done manually.