CS 4320/7320 – SOFTWARE ENGINEERING I
Spring 2024

PROJECT3: Software Testing Tools

Due Date for Project2: Friday April 26th, 2024, at 5:00 pm

Objective
Working with and evaluating software testing tools.

Instructions

- Project3 is a group work and is comprised of two parts, Presentation Part of 60 marks and Report Part of 40 marks.
- Each group needs to present up to a 5-minute presentation plus 2 minutes Q&A, according to a randomly built schedule.
- Each group must prepare a presentation with a live demo for testing a piece of software.
- Your test uses the Software Tool that is assigned to the group.
- Your presentation should address the features of the Software tool in a motivated and clear way.
- Each group presentation will be judged according to the evaluation and rubric sheet attached to this document. All students should attend all presentations for all groups.
- Each group must submit a report that explains the presented tool, you may use the points in the below table as a guide. Include screen shots in your report.
- The report should also include the contribution of each student.
- The Power Point presentations, as well as the reports, should also be submitted before the deadline. **The deadline is April 26, 2024, at 5:00 pm.**

Overview	- General Features - Roles and Input combinations; e.g., Web, mobile, language(s), etc. Testing - Economics; e.g., open source, commercial, customers profile, etc. - History
Testing Interface	- User friendly GUI, Web Brower application
Testing Methods	- Static and dynamic testing, White-box testing, Black-box testing, Visual testing - Automatic correction and fix
Testing Levels	- Unit testing, Integration testing, System testing, Operational Acceptance testing
Testing Types	- Installation & Compatibility testing - Regression, Continuous & Destructive testing - Software performance and Usability testing - Security testing - Domain & Mutation testing - Development testing
Testing Plugins	- Main plugins that add more features and testing
Testing Overall	- The powerful features of this software testing tool - The weakness and missing features that not included in this tool
Testing Reports	- Generated report types and effectiveness

Project Presentation Evaluation Rubric
Evaluation Marks: 6 Excellent, 4 Very Good, 3 Good and 1 Poor

Time: Group Criteria	:	:	:	:	:
Introduction & Conclusion	Presents the topic by laying out the overall structure of the presentation (e.g., Agenda). Conclusion or Summary				
Mark					
Motivation & Testing Tool	Motivates the features and the use of the testing tool and Software testing in general. All features and tool applications are accurately presented.				
Mark					
Content & Live demo	Information is very organized with clear titles and subheadings. Live demo is effectively prepared and is supported with the context of the presentation.				
Mark					
Testing Example	A solid testing example is provided which covers most of the Tool features. All test cases are related to the example and make it easier to understand how the tool works.				
Mark					
Eye Contact & Body Language	Holds attention of entire audience with the use of direct eye contact, seldom looking at notes. Movements seem to help the audience visualize.				
Mark					
Q&A	Can answer the questions with concise right answers				
Mark					
Group	All group members attend (participate) and help each other if needed.				
Mark					
Time	Start & finish in 20 minutes, presenting speed is acceptable and consistent				
Mark					
Attractiveness	The presentation is exceptionally attractive in terms of design, content, and neatness.				
Mark					
Overall	An overall effectiveness for the work; Group demonstrates full knowledge of the software under test. Eye-catching, organized-clear-readable slides/ graphs; not busy				
Mark					
TOTAL					