

# COMP 10066

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# Week 4 Lecture

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# Lecture # 4 - Software Quality – Test Plans

- The goal of planning provides a way to identify:
  - Requirements
  - Resources
  - Scheduling
  - Involves the team (developers/marketing/management)
    - All parties need to be involved to ensure a quality product.
  - **Key to success is communicating the test plan**

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# Test Plan Planning / Brainstorming

1. Purpose of the testing
2. What is in the testing scope?
  - What will be tested, what will be omitted.
  - Degree or level?
3. What type of testing?
  - Unit testing
  - Integration Testing – Interface with existing systems.
  - Do test systems/databases need to be set-up for the testing.
  - Systems Testing
  - End User Testing / Acceptance Testing

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# Test Plan Planning / Brainstorming

## 4. Who will Test it?

- Programmers?
- Testing Team?
- Customers?

## 5. What are the quality goals of the product?

- Must have features completed vs. Nice to have features
- Max # of bugs found in the last iteration
  - Could also be elimination of all severe bugs

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# Test Plan Document

- Actual look and feel of the document is company specific
- In Assignment 2 of this course, we will define the sections required for the test plan submission

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# Test Plans – Starting and Stopping Testing

- Entry and Exit Criteria for the testing plan

- ENTRY

- Under what conditions can testing start?
    - Will we do it throughout the cycle?
    - Do we wait for development to complete?
    - documentation complete?

- EXIT

- When are we done?
    - Quality achievement level has been obtained
    - Bug detect frequency (i.e. # bugs/week)
    - Scheduling requirement – **Deadline cannot be missed**

# Test Plans – Resource Planning

- List the resources that should be defined and include in a Testing project.

1. People \*\*
2. Equipment \*\*
3. Office Space
4. Software / Tools specific for the testing \*\*
  - Reporting / Tracking software
5. Outsourcing companies
6. Miscellaneous Supplies
  - Domain Reference material
  - Domain training material

\*\* - important for small testing projects

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# Test Plans – Integration into Project

- Since Testing must be integrated into the SDLC process, list the first way the scheduling could be placed into the project.

1. Hard Date scheduling

- Fix start and stop dates.
- Advantages
  - Eases scheduling / resource allocation
  - Only real solution for outsourcing situations
- Disadvantages
  - Difficult to control entry and exit conditions from a quality perspective.
  - Delays can compromise the testing process

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# Test Plans – Integration into Project

- Since Testing must be integrated into the SDLC process, list the second way the scheduling could be placed into the project.

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## 1. Relative Dates

- Advantages

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- Start date not set until “Entry Condition” for the test cycle is met.
- Original estimates for testing time should be closer to reality.

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- Disadvantages

- Shifted time may not optimize resources.
- Testing team may be allocated to other projects in future and may still end up in a time crunch.

# Test Plans – Classifying the “Bugs”

- When is it a bug?
  - Bug classifications are used as a way to confirm where and why a certain behavior is a bug.
  - We use project documents to confirm the expected behavior/result of an application feature.
  - In most cases the Project Specification will be used as the guiding document.

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# Test Plans – Classifying the “Bugs”

- Bug Classifications:

1. Software does not do something in the specification.
  2. Software does something that the specification says it should not do.
  3. Software does something that the specification does not mention.
  4. Software does not do something it should \*\*, that is not mentioned in the specification.
- \*\* missing a feature that is present in similar software

# Test Plans – Classifying the “Bugs”

- Some bugs do not fit into the standard categories.
  - Any unspecified / incorrect behavior should be reported.
  - Simple – Inconsistent formatting / spelling
  - Major – Crash (Exceptions, Blue screen of death, Data loss)
  - These are all aspects we expect to work correctly in any application.
  - Generally the programmer has failed to consider all cases when these bugs occur.

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