



TESTING CRITIQUE

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Testing Critique

The previous students who created the original BuzApp application ran a multitude of tests throughout all the iterations of their development. Upon looking back at the tests that they have done, we have performed a critique as we prepare to test our application now that we have implemented our first feature.

With the previous students testing, they laid out all the features that they wanted to test for that iteration. Then by using User Acceptance Testing, they went through all the features designating them under a category, which included; passed, failed, not run, pending, depreciated and not implemented.

There are many positives with the testing that they have performed. Firstly, they have performed tests multiple times as they have multiple runs during an iteration. This is an advantage as it means that as new features get developed, they're making sure that not only these work, but the old features are still operating as they should. Additionally, when they enter a new iteration, they also test all the features that they implemented in the previous iteration. These two aspects of their testing are something that we are definitely going to incorporate into our own testing. The idea of user acceptance testing is very advantageous as you're able to see the product in the environment where it will actually be used, which is the closest you can get to the full implementation.

However, the disadvantages we found was that there were no tests implemented within Xcode. This means that there are no Unit tests, which come with a lot of advantages that this group would have missed out on. Firstly, Unit testing allows for the quality of code to be tested which is something that could be missed in User Acceptance Testing. Additionally, it could allow for bugs in the program to be found much earlier and also helps the debugging process of these. In conclusion, the testing the group done was really thorough and clearly equalled big signs of success as they uploaded their app onto the Apple App Store without any problems. Therefore,

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we will try and emulate parts of their testing process as we look to produce a low bug application.