Week 5-6

Notes

Test Driven Development

Unit test:

- automated test
- when change is made in code, needs to ensure it doesn't mess up so have test that can pass or fail

When adding new feature to code

1. write new test for feature, that will fail because the function has not ban added yet
2. code new fentime, will pass test
3. refactor to make code a good design

4 Principles Associated with TDD and Unit Testing

What advantages as a developer does TDD provide?

TDD allows developers to find errors in their code faster. When a test is written for each new feature developers find errors right away, rather than finding errors after adding lots of features.

What steps do I do to implement TDD?

1. prefix: ID
   - Unique id
2. description / Summary
   - includes story, workflow
   - why are testing feature?
3. prerequisites
   - what needs to be running
   - What needs to happen before test
   - Examples: server, database
4. category/component
5. author/point of contact (POC)

6. requirement/story
    - How tied to requirement, design, or story
    - Why does it need to exist?
7. Test Steps:
    1. Action - what muds to happen
    2. Results/Verify
        - Result of action
        - Ex: window, some state
        - Verify that actions verified the feature
    3. Pass/ Fail
        - Indicate whether the test passed or failed

Test Plan Formats:

- table
- text doc
- Spreadsheet

What tools or software can I use to do unit testing?

- Katalon Recorder
    - can covert to code

TDD vs BDD

Test Driven Design	Behavior Driven Design
Developer Implementation	Team Implementation
Uses programming language	Uses natural language (test plan)
white box testing	black box testing
scope is test functions	scope is test end-to-end

White Box Testing

Black Box Testing

Bi-Weekly Status Report

Overall Status

Status: behind schedule

Meetings/Training

Team Meeting: 30 minutes

Design Document Video: 16 minutes

Test Driven Development: 17 minutes

Summary

Self-Evaluation

Number of Hours

Number of hours this week: 12

Total number of hours this semester: 20

Accomplishments

Number of Story Points completed: 0

Number of Stories completed: 0

Personal Velocity (Points/Stories): 0

Project Velocity (Teams Points/Teams Stories): 0

Earned Value (Actual Points/Hour - Estimated Points/Hour): 0

Performance

Last Week's Performance Average (Actual Total Points/ Total Hours): 0

This Week's Performance (Actual Points/Hours): 0

Challenges

Plans/Goals/Tasking for next Sprint

Start assigning tasks to team members, so everyone has a role to do during the week.

Follow-up/Reporting

My team lead will help me get my assigned tasks.