

Quiz 04: Testing

Due Feb 24 at 10pm**Points** 50**Questions** 11**Time Limit** None

Instructions

You **may** use the slides from the lecture and other sources to answer these questions. Please be sure to cite any references but be sure to answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	4,217 minutes	0 out of 50 *

* Some questions not yet graded

Score for this quiz: **0** out of 50 *

Submitted Feb 24 at 4:40pm

This attempt took 4,217 minutes.

Question 1

Not yet graded / 5 pts

How is testing different from debugging?

Your Answer:

Testing is done by Testing team while Debugging is done by development team.

Testing means to detect bugs while Debugging means to fix the bugs.

Testing is the process where you identify and locate errors in the code. This does not necessarily change or do anything to the code itself. Debugging is when you actually go through the program and make the changes necessary in order for tests to pass.

Question 2**Not yet graded / 5 pts**

Describe one strategy for prioritizing customer reported bugs when using Scrum?

Your Answer:

one strategy is to add some bugs that are reported by customers to the product backlog. The product owner is now able to prioritize between product features and bug fixes, which shows a good way that bugs will not remain unattended.

One way to prioritize customer reported bugs when using Scrum is to add them to the product backlog as a new user story. This provides an easy way to keep track of them, and depending on the severity, decide when they will be fixed. Once they are in the backlog, the Product Owner can then prioritize the bug user story so that it could be added to the next sprint

Question 3**Not yet graded / 5 pts**

What is the difference between unit testing and acceptance testing?

Your Answer:

In Unit testing , the unit tests are written and executed during the development whereas in Acceptance testing the tests are written before development and executed afterwards.

In Unit testing, the tests are written by developers whereas in Acceptance testing, the tests are written by customers.

Unit testing is helpful for finding bugs while acceptance testing is used for representing working functionalities.

Unit testing ensures that recently changed units or features work correctly in the code, acceptance testing is where the customer verifies that the system performs as expected and meets requirements.

Question 4

Not yet graded / 5 pts

Describe two challenges associated of agile testing compared to waterfall.

Your Answer:

In Agile testing , as the code gets developed , immediately the testing is performed, while in Waterfall model it waits until the full software gets developed and then the testing is performed.

- Code might get break due to frequent builds - To overcome this challenge they should run a series of tests continuously .
- As software becomes more big , the line of code increases and if the developer is not focused on the correct area of code, so it might result in bottleneck.

Changes happen quickly and problems may be overlooked

Schedules for development and test are highly compressed

Frequent changes to features makes testing challenging

Question 5**Not yet graded / 5 pts**

Write a user story for some aspect of a party planning system using the standard BDD template proposed by Dan North.

Your Answer:

Given that person comes to party.

When the person swipes a card.

Then they can have lunch.

Given some initial context (the givens), When an event occurs,
Then ensure some outcomes.

Question 6**Not yet graded / 5 pts**

What is the purpose of the fixture in FitNesse?

Your Answer:

A fixture is a class and is used by FitNesse to process a test table when the "Test" button is clicked.

It acts as the connection between test system and application. It delegates to underlying application code and maps the user's test to the relevant application code.

Question 7**Not yet graded / 5 pts**

Compare and contrast testing with the waterfall and agile methods.

Your Answer:

In waterfall testing , testing is done after the software is developed whereas in Agile methods , testing is done along with the development.

In waterfall testing, the developers and the testing team works differently but in Agile testing all teams work together.

In waterfall testing, regression testing is performed at the end, while in agile testing approach it is performed after each iterations.

Question 8**Not yet graded / 5 pts**

Describe the purpose of acceptance testing. Who performs acceptance testing?

Your Answer:

The purpose of acceptance testing is to check whether the system meets the user expectations or not.

Acceptance testing is performed by developers, testing team and the customers.

Acceptance testing is done by the customer and is used to verify that the software system meets all their needs. It is where the customer gets to provide their input on the current stage of the software. In Agile, this is done at the end of every sprint, while in traditional methods this is done at the very end of the testing process.

Question 9**Not yet graded / 5 pts**

Why should you only write a few tests at a time when practicing TDD?

Your Answer:

We should only write few tests at a time when practicing TDD because more tests might result in code breaks. If we write few tests then it may give better result in code and it becomes easier for the programmer to develop it.

Since tests should be written to test small pieces of code, the more tests that are written the more code would have to be written at once, which goes against good practices. By writing a few tests at a time, you are checking small portions at a time which ensures better test coverage.

Question 10**Not yet graded / 5 pts**

What types of feedback do tests provide to programmers?

What types of feedback do tests provide to customers?

Your Answer:

Programmers get to know about which of tests got passed and which got failed. The tests which failed, so that customers can work upon that part of code.

Customers get to know from the tests is what requirements does not meet among which they specified. They also get to know about the progress work of the software.

For programmers - location of bugs, number of passing/failing tests, what areas need improvement

Customers - how developers are doing, what is working/what isn't in the software

Question 11

0 / 0 pts

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!

☒ True

☐ False

Quiz Score: 0 out of 50