

SOFTWARE ENGINEERING
SPRING 1998

TEST PLAN FOR GOODIE #1

Each team must hand in a plan for how it intends to test its program for Goodie #1. Since the code has not been written yet, this plan can be for only black-box testing, testing based on the requirements of the goodie and not on the internals of the implementation. While you do know the modules of the program already, and could plan test cases for the individual modules, we will focus on black-box testing of the whole program.

You are to hand in a list of things you will test. By “thing” to test, I mean a description of some input or command line flag configuration, e.g.,

- a typical example such as the manual page text to test,
- an empty ignored words file, and
- a proper names file containing a name with all lower case letters,

rather than a specific detailed test case.

The test plan is due in the hands of Prof. Berry or in the mail box of Prof. Berry by 14:30 on 1 April, 1998 (No joking!).

For ideas on things to test, take another look at the notes on Testing. You should have things derived from:

1. each input condition and option, from both
 - a. the file and standard inputs and
 - b. the command line,
2. the boundaries of the input,
3. the boundaries of the output, and
4. each invalid input and option, from both
 - a. the file and standard inputs and
 - b. the command line.

The information in this test plan will end up being part of the documentation of the actual test cases. In particular, it will be the part of the documentation of each test case that describes *what* is tested.