CPSC 491

Lecture 17:
System Testing

Notes: HW 11 out

Independent System Testing

“Testing conducted on a complete, integrated system to evaluate the system’s compliance with its specified requirements.”

IEEE Standard Glossary of Software Engineering Terminology
Exercise ...

1. Split your team into two subgroups (if more than 4)
2. Find a subgroup of a different team to test their app
3. Try to find as many bugs as possible …
   - Major issues (usability, things that don’t work but should)
   - Minor issues (edge cases, potential issues later)
4. Write down any issues you find … make repeatable
5. Go over with other subgroup

Classic Issues/Mistakes in System Testing

Testers aren’t finding the important bugs

- i.e., important to the customer
- usability problems are valid bugs!
- so are missing attributes (e.g., security, performance, etc.)
Classic Issues/Mistakes in System Testing

Narrow functional tests don’t always find critical bugs

- i.e., isolated tests of a single feature
- users will use features together
- often means different sequences of operations
- e.g., open, edit, print, edit, print (fails)

Classic Issues/Mistakes in System Testing

While focusing on narrow functional tests …

- Not testing installation
- Not testing documentation
- Not focusing on risky parts of the system
- Checking system does what it is supposed to …
  but not what it is not supposed to
- Not noticing and exploring odd (“funny”) behavior
- Waiting to stress test until it is too late
Rest of today ...

Repeat exercise with another team

As a group, write down all issues found today

(see exercise sheet)