

Outline

- Your one-minute feedback from last week
 - Topics of interest: GUI testing, testing tools
- n Informal team discussions after milestone #2 (preliminary release) - scheduling
- _n Your questions
- Description of the property of the property
- _n Feedback on demos and presentations
- ⁿ "The Blind Men and the Elephant"
- Project (mis)communication



Informal Team Discussions -Scheduling

- n Constraint: Need someone on your team with a laptop set up to run the code
- n Thu, 3:30pm-4:00pm: Team?
- n Thu, 4:00pm-4:30pm: Team?
- _n Thu, 4:30pm-5:00pm: Team?
- _n Thu, 5:00pm-5:30pm: Team?
- _n Fri, 2:45pm-3:15pm: Team?
- n Fri, 3:15pm-3:45pm: Team?



Your Questions

- n On class?
- _n On project?
- n On homework?
- n On material we've discussed?
- n Other?



Next Milestone -

Test Plan

Deliverables:

- n Test plan
 - " "Failing to plan is planning to fail."
 - n Describes what you want to test and how you will do it n Must match the tests you will create (are creating)
 - Follows a disciplined methodology (e.g., SFDPO)

Issues to consider:

- Do you have tests in each of the categories?
- Do your proposed tests cover all use cases?
- Mhich tests are critical / high priority?



Test Planning using the SFDPO Methodology

Structure (what the product is):

Function (what the product does):

. What are its functions? What kind of error handling does it do? What kind of user interface does it have? Does it do anything that is not visible to the user? How does it interface with the operating system?

Data (what it processes):

What kinds of input does it process? What does its output look like? What kinds of modes or states can it be in? Does it come packaged with preset data? Is any of its input sensitive to timing or sequencing?

Platform (what it depends upon):

What operating systems does it run on? Does the environment have to be configured in any special way? Does it depend on third-party components?

Operations (how it will be used):

Who will use it? Where and how will they use it? What will they use it for? Are there certain things that users are more likely to do? Is there user data we could get to help make the tests more realistic?



Feedback on Demos and **Presentations**

Things you noticed, liked, didn't like, ...?



Feedback on Demos and Presentations

- n Things I (as a customer) noticed:
 - The timing of all teams was very good.
 - Showing demos was reassuring; skipping demos was a concern.
 - Other skipped (but important items) schedule, outline to presentation...
 - Exhibited a good design sense
 - Desire to reach out to the audience was visible.
 - Introducing the group members to the audience was great makes us feel like we are all working together!
 - It wasn't clear what you were concerned about and if you were aware of the risks ahead.
 - Discussing experiences and mistakes inspired confidence in the truthfulness of the report.



CSE403 Section 7:

Communication Issues:
"The Blind Men and the Elephant";
Project (Mis)communication

Valentin Razmov, CSE403, Sp'05



The Blind Men and the Elephant

- How does this relate to software engineering?
- How does it relate to the discussion on personality types from yesterday's lecture?



The Blind Men and the Elephant

"And so these men of Indostan
Disputed loud and long,
Each in his own opinion
Exceeding stiff and strong,
Though each was partly in the right,
And all were partly in the wrong!"

John Godfrey Saxe

Project (Mis)communication



- 1. What the project manager proposed
- 2. What the technical specification stated
- 3. What the lead system specialist designed
- 4. What the programmers implemented5. How the product was
- deployed

 6. What the customer had asked for





One-minute Feedback

- What one or two ideas discussed today captured your attention and thinking the most?
- List any ideas / concepts that you would like to hear more about. Be specific.