

SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babes-Bolyai University
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Bachelor
1.6 Study programme / Qualification	Computer Science

2. Information regarding the discipline

2.1 Name of the discipline	Test Design Techniques						
2.2 Course coordinator	Lecturer PhD Camelia Chisăliță-Crețu						
2.3 Seminar coordinator	Lecturer PhD Camelia Chisăliță-Crețu						
2.4. Year of study	3	2.5 Semester	6	2.6. Type of evaluation	C	2.7 Type of discipline	Optional
2.8 Discipline Code	MLE5110						

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	3	Of which: 3.2 course	2	3.3 seminar/laboratory	1
3.4 Total hours in the curriculum	36	Of which: 3.5 course	24	3.6 seminar/laboratory	12
Time allotment:					Hours
Learning using manual, course support, bibliography, course notes					20
Additional documentation (in libraries, on electronic platforms, field documentation)					19
Preparation for seminars/labs, homework, papers, portfolios and essays					20
Tutorship					20
Evaluations					10
Other activities:					-
3.7 Total individual study hours	89				
3.8 Total hours per semester	125				
3.9 Number of ECTS credits	7				

4. Prerequisites (if necessary)

4.1. curriculum	<ul style="list-style-type: none"> • OOP, Programming Fundamentals, Advanced Programming Methods
4.2. competencies	<ul style="list-style-type: none"> • Good programming skills in at least one of the programming languages Java, C#

5. Conditions (if necessary)

5.1. for the course	<ul style="list-style-type: none"> • Course hall with projector
5.2. for the seminar /lab activities	<ul style="list-style-type: none"> • Laboratory: computers and use of a programming language environment

6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> • C2.1 Identify adequate software systems development methodologies • C1.2 Identify and explain specific test design techniques that correspond to a testing level. • C1.3 Source code and goal oriented test elaboration in a well-known programming language. • C4.3 Identify models and methods adequate to real life problem solving.
Transversal competencies	<ul style="list-style-type: none"> • CT1 Apply rules to organized and efficient work, responsibilities of didactical and scientific activities and creative capitalization of own potential, while respecting principles and rules for professional ethics. • CT3 Use efficient methods and techniques for learning, knowledge gaining, and research and develop capabilities for capitalization of knowledge, accommodation to society requirements and communication in English.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul style="list-style-type: none"> • Enhance the students understanding of testing and test design techniques. • Provide the students with an environment in which they can explore the usage and usefulness of software testing and test design concepts in various business scenarios. • Induce a realistic and industry driven view of software testing concepts and their inherent benefits.
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • Give students the ability to explore various test design techniques applied to different levels of testing. • Improve the students' abilities to tackle on goal driven testing. • Enhance the students understanding of test design techniques value in business. • Students will be able to use various tools for the testing process (i.e., test management, test running, test reporting and bug reporting). • Students will be able to design test cases according to an established testing goal and using specific test design technique in order to investigate the software.

8. Content

8.1 Course	Teaching methods	Remarks
1. Software Testing. Test Design Techniques 1.1. Software Testing Goals 1.2. Software Testing Scope 1.3. Test Design Technique. Definition and Attributes; 1.4. Taxonomy of Test Design Techniques;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
2. Coverage-based Techniques (Part I) 2.1. Focus and Objectives; 2.2. Tours; 2.3. Feature integration Testing; 2.4. Logical Expressions;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	

3. Coverage-based Techniques (Part II) 3.1. User Interface Testing; 3.2. Specification-based Testing; 3.3. Requirements-based Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
4. Tester-based Techniques (Part I) 4.1. Focus and Objectives; 4.2. User Testing; 4.3. Alpha Testing; 4.4. Beta Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
5. Tester-based Techniques (Part II) 5.1. Bug Bashes; 5.2. Paired Testing; 5.3. Localization Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
6. Activity-based Techniques (Part I) 6.1. Focus and Objectives; 6.2. Guerilla Testing; 6.3. All-pairs Testing; 6.4. Random Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
7. Activity-based Techniques (Part II) 7.1. Use Cases; 7.2. Scenario Testing; 7.3. Dumb monkey Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
8. Evaluation-based Techniques (Part I) 8.1. Focus and Objectives; 8.2. Function Equivalence Testing; 8.3. Mathematical Oracle; 8.4. Constraint Checks;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
9. Evaluation-based Techniques (Part II) 9.1. Self-verifying data; 9.2. Comparison with saved Results; 9.3. Diagnostics-based Testing;	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
10. Desired result-based Techniques 10.1.Focus and Objectives; 10.2.Confirmation Testing; 10.3.User Acceptance Testing; 10.4.Certification Testing; Risk-based Techniques 10.5.Focus and Objectives; 10.6.Quicktests; 10.7.History-based Testing; 10.8.Usability Testing	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
11. Test Design Techniques Analysis	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation 	
12. Essay Presentations	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation 	
Bibliography [Pres10] R. S. Pressman, Software engineering: a practinioner’s approach, seventh edition, Higher Education, 2010. [CrS09] L. Crispin, J. Greco, Agile testing: a practical guide for testers and agile teams, Addison-Wesley, 2009.		

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8.2 Seminar / laboratory	Teaching methods	Remarks
1. Laboratory 1 Testing tools and platforms. Testing Project Setup.	Presentation, Conversation, Problematizations, Discovery, Other methods – individual study, exercises	
2. Laboratory 2 Coverage-based Test Design Techniques	Presentation, Conversation, Problematizations, Discovery, Other methods – individual study, exercises	
3. Laboratory 3 Tester-based Test Design Techniques	Presentation, Conversation, Problematizations, Discovery, Other methods – individual study, exercises	
4. Laboratory 4 Activity-based Test Design Techniques	Presentation, Conversation, Problematizations, Discovery, Other methods – individual study, exercises	
5. Laboratory 5 Evaluation-based Test Design Techniques	Presentation, Conversation, Problematizations, Discovery, Other methods – individual study, exercises	
6. Laboratory 6 Project turn-in	Evaluation	
References: See references from Lectures.		

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- Students will know how to apply test design techniques for a software product, in a similar way they are used in industry.
- Students will be able to understand the differences between the goals and scope of the various test techniques applied to a software system.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	At the end of the semester students will turn in an essay on Test Design Techniques. The corresponding grade is denoted by R .	Oral Examination	50%
10.5 Seminar/laboratory activities	Each lab activity will be graded. The arithmetic average of the grades is denoted by L .	Laboratory Activity	50%

Remark:

- Laboratory assignments cannot be redone in the retake session.
- Oral examination may be taken during the retake session.
- No more than one absence is allowed for the laboratory activities.

10.6 Minimum performance standards

- Students will be able to apply test design techniques according to established goals for a software system.
- Students will be able to understand the differences between software testing goal, scope, and test design technique concepts.
- The final grade (M) is computed as follows: $M = 50\%R + 50\%L$.
- At least $M \geq 5.00$ is favourable to pass this course exam.

Date

Signature of course coordinator

Signature of seminar coordinator

29.04.2017

Lect. PhD. Camelia Chisăliță-Crețu,

Lect. PhD. Camelia Chisăliță-Crețu,

Date of approval

Signature of the head of department

Prof. PhD. Anca Andreica