Program Name	: **Computer Engineering Program Group**
Program Code	: **CO/CM/CW**
Semester	: **Fifth**
Course Title	: **Software Testing**
Course Code	: **22518**

1.   RATIONALE

In today's software environment writing bug-free code is challenging task, which make software testing important tool to get the quality software. Testing techniques include the process of executing a program or application with the intent of finding software bugs and verifying that the software product is fit for use. Students will learn the way to find bugs by applying types, levels and methods of software testing on applications with effective test planning approach. It also covers manual testing.

2.   COMPETENCY

The aim of this course is to help the student to attain the following industry identified competency through various teaching learning experiences:

*   **Apply types, levels and methods of software testing on applications.**

3.   COURSE OUTCOMES (COs)

The theory, practical experiences and relevant soft skills associated with this course are to be taught and implemented, so that the student demonstrates the following *industry oriented* COs associated with the above mentioned competency:

a. Apply various software testing methods.
b. Prepare test cases for different types and levels of testing.
c. Prepare test plan for an application.
d. Identify bugs to create defect report of given application.
e. Test software for performance measures using automated testing tools.

4.   TEACHING AND EXAMINATION SCHEME

Teaching Scheme			Credit (L+T+P)	Examination Scheme												
				Paper Hrs.	Theory						Practical					
L	T	P			ESE		PA		Total		ESE		PA		Total	
					Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min
3	-	2	5	3	70	28	30*	00	100	40	25@	10	25	10	50	20

(*): Under the theory PA; Out of 30 marks, 10 marks of theory PA are for micro-project assessment to facilitate integration of COs and the remaining 20 marks is the average of 2 tests to be taken during the semester for the assessment of the UOs required for the attainment of the COs.

Legends: L-Lecture; T – Tutorial/Teacher Guided Theory Practice; P - Practical; C – Credit, ESE - End Semester Examination; PA - Progressive Assessment.

5.   COURSE MAP (with sample COs, PrOs, UOs, ADOs and topics)

This course map illustrates an overview of the flow and linkages of the topics at various levels of outcomes (details in subsequent sections) to be attained by the student by the end of the

course, in all domains of learning in terms of the industry/employer identified competency depicted at the centre of this map.
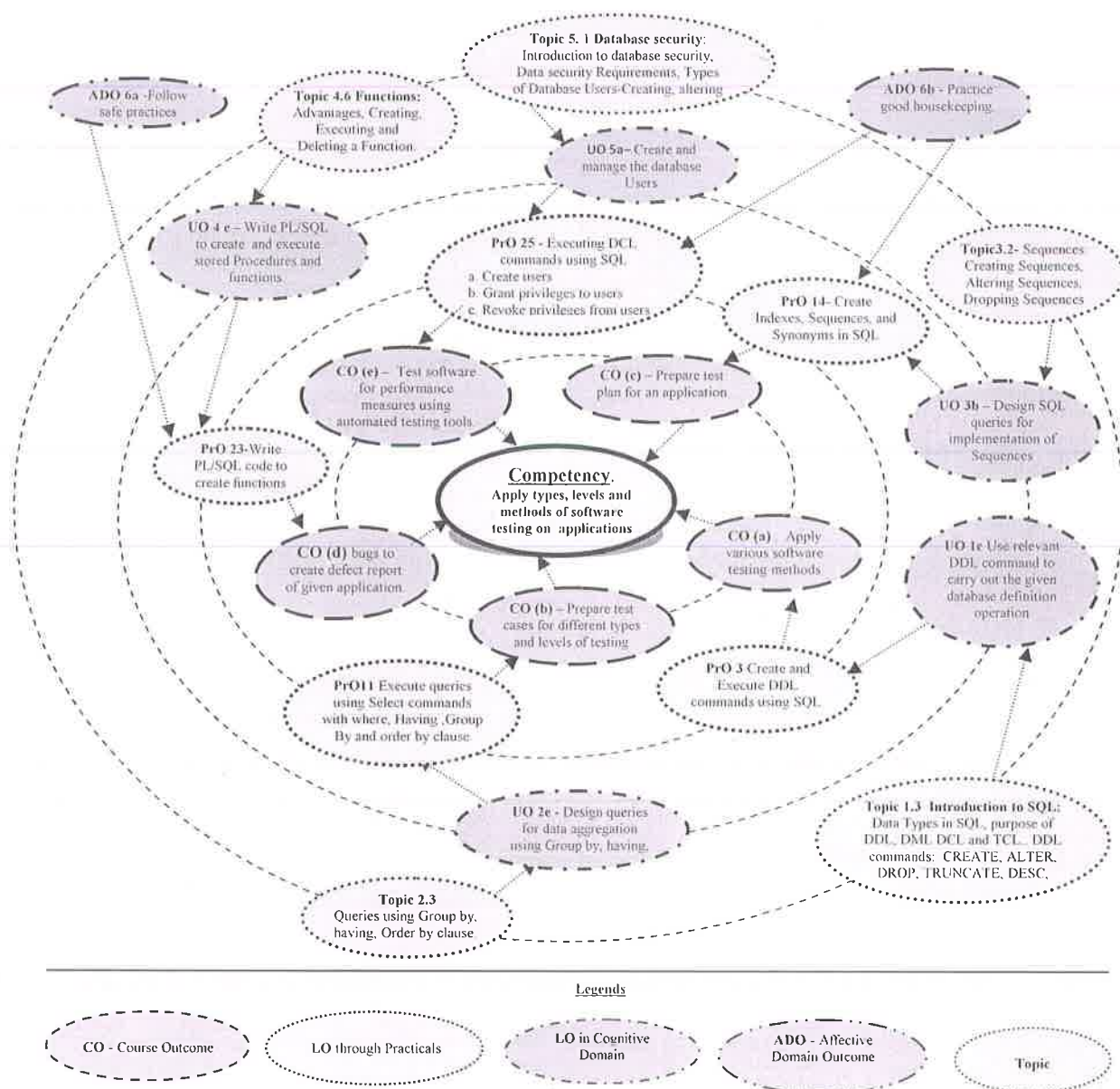

Figure 1 - Course Map

6.   SUGGESTED PRACTICALS/ EXERCISES

The practicals in this section are PrOs (i.e. sub-components of the COs) to be developed and assessed in the student for the attainment of the competency.

S. No.	Practical Outcomes (PrOs)	Unit No.	Approx. Hrs. Required
1	Identify system specification & design test cases for purchase order Management.	I	02*
2	Identify system specification & design test cases for Inventory management	I	02*
3	Design test cases for simple calculator application.(BB Testing)	I	02*
4	Design test cases for railway reservation form	II	02*
5	Design test cases for e-commerce (Flipkart, Amazon) login form	II	02
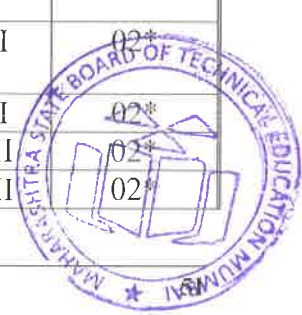
S. No.	Practical Outcomes (PrOs)	Unit No.	Approx. Hrs. Required
6	Design test cases for Web Pages Testing any Web Sites	II	02*
7	Write program and design test cases for the following Control and decision making statement. 1) For... Loop 2) Switch...case 3) Do...While 4) If...else	II	02*
8	Prepare test plan for an identified Mobile application.	III	02*
9	Design test plan and test cases for Notepad (MS Window based) Application.	III	02*
10	Prepare defect report after executing test cases for library management system	IV	02*
11	Prepare defect report after executing test cases for Withdrawn of amount from ATM Machine.	IV	02
12	Prepare defect report after executing test cases for any login form.	IV	02
13	Design and run test cases for WordPad (MS Windows based). Using an Automated tool.	V	02*
14	Design and run test cases for MS Word application using an Automation Tool.	V	02
15	Project Assignment		04*
	Total		**32**

Note

i. *A suggestive list of PrOs is given in the above table. More such PrOs can be added to attain the COs and competency. A judicial mix of minimum 12 or more practical need to be performed, out of which, the practicals marked as '*' are compulsory, so that the student reaches the 'Precision Level' of Dave's 'Psychomotor Domain Taxonomy' as generally required by the industry.*

ii. *The 'Process' and 'Product' related skills associated with each PrO is to be assessed according to a suggested sample given below:*

S. No.	Performance Indicators	Weightage in %
1	Preparation of system specification, designing test plan using MS Excel.	50
2	Preparation of defect report	10
3	Execution of test cases using automation tool.	20
4	Answer to sample questions	10
5	Submit report in time	10
	Total	**100**

The above PrOs also comprise of the following social skills/attitudes which are Affective Domain Outcomes (ADOs) that are best developed through the laboratory/field based experiences:

    a. Follow safety practices.
    b. Practice good housekeeping.
    c. Work as a leader/a team member.
    d. Follow ethical practices.

The ADOs are not specific to any one PrO, but are embedded in many PrOs. Hence, the acquisition of the ADOs takes place gradually in the student when s/he undertakes a series of practical experiences over a period of time. Moreover, the level of achievement of the ADOs

according to Krathwohl's 'Affective Domain Taxonomy' should gradually increase as planned below:

- 'Valuing Level' in 1st year
- 'Organising Level' in 2nd year and
- 'Characterising Level' in 3rd year.

7.   MAJOR EQUIPMENT/ INSTRUMENTS REQUIRED

The major equipment with broad specification mentioned here will usher in uniformity in conduct of experiments, as well as aid to procure equipment by authorities concerned.

S. No.	Equipment Name with Broad Specifications	PrO S. No.
1.1	Computer system (Any computer system with basic configuration)	All
1.2	Selenium	V
1.3	Mantis Bug Tracker	IV
1.4	IBM Rational Functional Tester	V
1.5	Spreadsheet Package	I, II, III
1.6	Bugzila	IV

8.   UNDERPINNING THEORY COMPONENTS

The following topics are to be taught and assessed in order to develop the sample UOs given below for achieving the COs to attain the identified competency. More UOs could be added.

| Unit	Unit Outcomes (UOs) (in cognitive domain)	Topics and Sub-topics
Unit – I Basics of Software Testing and Testing Methods	1a. Identify errors and bugs in the given program. 1b. Prepare test case for the given application. 1c. Describe the Entry and Exit Criteria for the given test application. 1d. Validate the given application using V model in relation with quality assurance. 1e. Describe features of the given testing method.	1.1 Software Testing, Objectives of Testing. 1.2 Failure, Error, Fault, Defect, Bug Terminology. 1.3 Test Case, When to Start and Stop Testing of Software (Entry and Exit Criteria). 1.4 Verification and Validation (V Model), Quality Assurance, Quality Control. 1.5 Methods of Testing: Static and dynamic Testing 1.6 The box approach : White Box Testing: Inspections, Walkthroughs, Technical Reviews, Functional Testing, Code Coverage Testing, Code Complexity Testing. 1.7 Black Box Testing: Requirement Based Testing, Boundary Value Analysis, Equivalence Partitioning,
Unit– II Types and Levels of Testing	2a Apply specified testing level for the given web based application. 2b Apply Acceptance testing for given web based application. 2c Apply the given performance testing for the specified application.	2.1 Levels of testing 2.1 Unit Testing: Driver, Stub 2.2 Integration Testing: Top-Down Integration, Bottom-Up Integration, Bi-Directional Integration 2.3 Testing on Web Application: Performance Testing: Load Testing,

Unit	Unit Outcomes (UOs) (in cognitive domain)	Topics and Sub-topics
	2d Generate test cases for the given application using regression and GUI testing.	Stress Testing, Security Testing. Client-Server Testing 2.4 Acceptance Testing: Alpha Testing and Beta Testing, Special Tests: Regression Testing, GUI Testing,
Unit III- Test Managem ent	3a. Prepare test plan for the given application. 3b. Identify the resource requirement of the given application. 3c. Prepare test cases for the given application. 3d. Prepare test report of executed test cases for given application.	3.1 Test Planning : Preparing a Test Plan, Deciding Test Approach, Setting Up Criteria for Testing, Identifying Responsibilities, Staffing, Resource Requirements, Test Deliverables, Testing Tasks 3.2 Test Management: Test Infrastructure Management, Test People Management. 3.3 Test Process: Base Lining a Test Plan, Test Case Specification. 3.4 Test Reporting: Executing Test Cases, Preparing Test Summary Report.
Unit-IV Defect Managem ent	4a. Classify defects on the basis estimated impact. 4b. Prepare defect template on the given application. 4c. Apply defect management process on the given application. 4d. Write procedure to find defect using the given technique.	4.1. Defect Classification, Defect Management Process. 4.2. Defect Life Cycle, Defect Template 4.3. Estimate Expected Impact of a Defect, Techniques for Finding Defects, Reporting a Defect.
Unit –V Testing Tools and Measurem ents	5a. Improve testing efficiency using automated tool for given application. 5b. Identify different testing tools to test the given application. 5c. Describe Metrics and Measurement for the given application 5d. Explain Object oriented metrics used in the given testing application	5.1 Manual Testing and Need for Automated Testing Tools 5.2 Advantages and Disadvantages of Using Tools 5.3 Selecting a Testing Tool 5.4 When to Use Automated Test Tools, Testing Using Automated Tools. 5.5 5.6 Metrics and Measurement: Types of Metrics, Product Metrics and Process Metrics, Object oriented metrics in testing.

Note: *To attain the COs and competency, above listed UOs need to be undertaken to achieve the 'Application Level' of Bloom's 'Cognitive Domain Taxonomy'.*

9.   **SUGGESTED SPECIFICATION TABLE FOR QUESTION PAPER DESIGN**

Unit No.	Unit Title	Teaching Hours	Distribution of Theory Marks			
			R Level	U Level	A Level	Total Marks
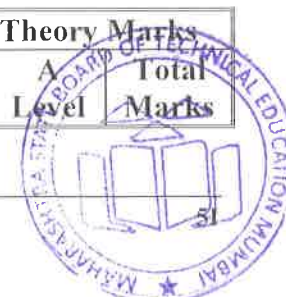
Unit No.	Unit Title	Teaching Hours	Distribution of Theory Marks			
			R Level	U Level	A Level	Total Marks
I	Basics of Software Testing and Testing Method	10	04	04	06	14
II	Types and Levels of Testing	12	04	06	08	18
III	Test Management	10	04	04	06	14
IV	Defect Management	08	04	02	06	12
V	Testing Tools and Measurements	08	02	04	06	12
	Total	48	18	20	32	70

Legends: *R=Remember, U=Understand, A=Apply and above (Bloom's Revised taxonomy)*
Note: *This specification table provides general guidelines to assist student for their learning and to teachers to teach and assess students with respect to attainment of UOs. The actual distribution of marks at different taxonomy levels (of R, U and A) in the question paper may vary from above table.*

10.   SUGGESTED STUDENT ACTIVITIES
Other than the classroom and laboratory learning, following are the suggested student-related **co-curricular** activities which can be undertaken to accelerate the attainment of the various outcomes in this course: Students should conduct following activities in group and prepare reports of about 5 pages for each activity, also collect/record physical evidences for their (student's) portfolio which will be useful for their placement interviews:
   a) Prepare journals based on practical performed in laboratory.
   b) Give seminar on relevant topic.
   c) Undertake micro-projects.

11.   SUGGESTED SPECIAL INSTRUCTIONAL STRATEGIES (if any)
These are sample strategies, which the teacher can use to accelerate the attainment of the various learning outcomes in this course:
   a) Massive open online courses (**MOOCs**) may be used to teach various topics/sub topics.
   b) **'L' in item No. 4** does not mean only the traditional lecture method, but different types of teaching methods and media that are to be employed to develop the outcomes.
   c) About **15-20% of the topics/sub-topics** which is relatively simpler or descriptive in nature is to be given to the students for **self-directed learning** and assess the development of the COs through classroom presentations (see implementation guideline for details).
   d) With respect to item No.10, teachers need to ensure to create opportunities and provisions for **co-curricular activities**.
   e) Guide student(s) in undertaking micro-projects.
   f) Demonstrate students thoroughly before they start doing the practice.
   g) Encourage students to refer different websites to have deeper understanding of the subject.
   h) Observe continuously and monitor the performance of students in Lab.

12.   SUGGESTED MICRO-PROJECTS
Only one micro-project is planned to be undertaken by a student that needs to be assigned to him/her in the beginning of the semester. In the first four semesters, the micro-project are group-based. However, in the fifth and sixth semesters, it should be preferably be individually undertaken to build up the skill and confidence in every student to become problem solver so

that s/he contributes to the projects of the industry. In special situations where groups have to be formed for micro-projects, the number of students in the group should not exceed three.

The micro-project could be industry application based, internet-based, workshop-based, laboratory-based or field-based. Each micro-project should encompass two or more COs which are in fact, an integration of PrOs, UOs and ADOs. Each student will have to maintain dated work diary consisting of individual contribution in the project work and give a seminar presentation of it before submission. The total duration of the micro-project should not be less than 16 (sixteen) student engagement hours during the course. The student ought to submit micro-project by the end of the semester to develop the industry oriented COs.

A suggestive list of micro-projects are given here. Similar micro-projects could be added by the concerned faculty:
  a) Library Management: book issue /book stock system.
  b) Any other micro-projects suggested by subject faculty on similar line.

13.   SUGGESTED LEARNING RESOURCES :

S. No.	Title of Book	Author	Publication
1	Software Testing: Principles and Practices	Srinivasan Desikan Gopalaswamy Ramesh	PEARSON Publisher: Pearson India 2005, ISBN: 9788177581218,
2	Software Testing: Principles, Techniques and Tools	Limaye M. G.	Tata McGraw Hill Education, New Delhi., 2007 ISBN 13: 9780070139909
3	Software Testing: Principles and Practices	Chauhan Naresh	Oxford University Press Noida –
4	Software Testing	Singh Yogesh	Cambridge University Press, Bangluru. ISBN 978-1-107-65278-1

Note: Other available testing tools can be used at institute level.

14.   SOFTWARE/LEARNING WEBSITES
  a.   http://www.selenium.com
  b.   http://en.wikipedia.org/wiki/Test_automation
  c.   http://en.wikipedia.org/wiki/Software_testing#Testing_tools
  d.   http://www.softwaretestingsoftware.com
  e.   www.toolsqa.com