Software Testing Plan
"Holiday Out" Hotel Project

1. Introduction

This document contains phases and techniques of software testing that will be used .

2. Goal

The aim of testing is to find bugs and errors that were made in all phases of creating   project.

Main objectives are:

- obtaining correct code
- obtaining correct model of the system
- correcting user requirements
- helping to estimate reliability

3. Scope

- **Entering data** – our system should allow the Hotel employees to enter all needed information from PC workstations . Also Hotel's clients will be able to enter data(for example: make reservation) via WWW interface.

- **Reports** – system should allow employees to print reports (given in Functional Requirements)

- **Transferring movies** – VOD (video on demand) system will transfer video files over the network

- **Security** – customers will need a userid and password to login to the system

4 . Strategy of testing

Strategy of testing consists of a series of different tests that will fully exercise the Hotel system. The main goal of these tests is to uncover the systems

limitations and measure its full capabilities.

- **System Test**

  It will focus on general behaviour of the system. We will use user scenarios and run them on our system to check if all functions, error messages etc. work fine.

  In these phase we will test every function that is in documentation – we will check the speed of this function and correctness of working. If function is not working as fast as it should it will be optimized to meet user requirements. List of functions to be tested we can find in User Requirments specification.

- **Performance Test**

  Performance Test will check if our system response times meet user expectations and does not exceed the specified performance criteria. During these tests we will also check the behaviour of our system under heavy stress.

- **Security Test**

  Security Test will check how secure our system is. The tests will verify that unauthorized user access to confidential data is prevented.
  This point is important for our customer so first we will try to break security settings using our team members and then we will hire a outside team to do the same.

- **Recovery Test**

  After causing a system failure – Recovery Test will check if our system's recovery in properly performed. His is very important to make sure that after system's failure no data will be lost.

- **Code analysis**

  In this phase we will analyze the source code and try to find possible bugs and errors.

- **Interface Test**

  This phase will check if user interface is transparent, user-friendly, intuitive etc.

- **Easiness of modification Test**

  This Test will be made by team that didn't take part in implementing the system. The will be few tasks to modify our system. After finishing task team will make a report that will show if our system is easy to change or not.

- **System acceptance**

  The System will be given to Hotel's employees to test it in use. During this phase our team wil be available all the for people that are testing the system in case any help will be needed. After finishing tests – our "beta" testers will give a mark and suggestions what can be made better.

- **Quality of the Documentation**

  Out team will make a training for future users of the system – employees. After finishing training trainee will value the quality of the documentation. Then we will run simulation of all things that we teached on the training.

5. Testing Team:

- Krzysztof Mendyk

6. Hardware used for testing

- CPU from Pentium "family" (min. 500 Mhz)

- min. 128 RAM

- standard peripherals (monitor, keyboard)

7. Software used for testing

- MS SQL Server 2000

- Operating System : Windows 2000/XP

- compilers and debuggers used in implementation process

- Internet Browsers (Interente Explorer version 6 and 7, Mozilla Firefox and Opera