Testing Strategy

A testing strategy is a vital piece of information when creating a website, as it helps to identify and overcome faults on a web page. There are several factors that need to be tested on each web page, as this will ensure that the web site will perform to the best of its standards and that everything remains valid. Two ways of checking that the data has been entered into a computer is validation and verification.

Validation is where an automatic computer checks to ensure that the data that has been entered is sensible and reasonable.
The validation procedure can be used within the site, of when customers have to fill in their personal details. For example, when a person is asked to fill out a questionnaire. If one of the required fields were age, then the automatic check would make sure that it has dates and years, which are suitable values. For instance, if days cannot go beyond 31, the months cannot go beyond 12, and the years cannot go beyond the present year.

Verification is where a check is carried out to make sure that the entered data matches the original source.
The verification process can be used so that the data matches. A method of verification is double entry. This is where an individual types two separate pieces of data through a computer, to see if they match. However, this is time consuming for the individual. Another type of verification is proof reading. This is where somebody checks what is on the screen is the same as what is on the input document, however, this is also time consuming and costly.

Other checks include; checking all hyperlinks on the site to ensure that they direct the user to the rite page. If they do not work correctly then the website is pointless to the user.
There are two browsers, which are used frequently for access to the Internet. These are Internet Explorer and Netscape; also another common used browser is the access that America On Line provides. Therefore, due to the difference in browser settings, checks will have to be carried out to ensure that all key elements are functioning properly on all browsers. Another check will be connection speed that the website will be viewed at. As at the moment there are several connection speeds varying from 14.4K modems to T3 and ISDN modems. The most popular speed is the 56.6K. Therefore the website will have to be tested at three stages of speed, 14.4K, 56.6K, and a T3. This will enable you to find out how long it will take to upload each page on each connection speed. Tests will also be checked on different specification machines, as some computers will be of a lower quality than others.
To check the running of the website overall, the user should be asked to log onto the published website and clarify that everything is working correctly. If certain features are not correct, the user should be allowed to suggest changes that should take place.

Test plans and expected Outcomes

To make sure that my website will be fully functional and successful, I need to create a test strategy. The test strategy includes the test, the method of the test and the expected outcome. The test strategy will make it easier for me to test my final website. Below is a table to show the exact tests, which should take place:

	TEST	METHOD OF TEST	EXPECTED OUTCOME
1.	Download time	The user should browse through all pages	The user should be able to be able to download each web page within a reasonable amount of time
2.	To enter site	Easy access to enter the site, look for enter site button on the introduction/ homepage and click on it once	The user should be taken to the homepage. If a flash introduction is used then, the user should be able to skip it and go straight to the homepage.
3.	Hit counter	Log on to the homepage and make a note of the hits, log out of the site and re-enter.	The number of hits should increase. However, the number may increase by more than one as another user may have visited the site whilst the testing procedure is taking place.
4.	Ability to view site in different browsers	Log on to the site using a different browser. E.g. if the user is currently viewing the site on AOL, then try and log onto the site via Internet Explorer.	The site should either be of the same quality with different browsers or at least visibly satisfactory.
5.	Rollover Effects	Move mouse over hover button links.	Hover button links should pop out and then in.
6.	Site Hyperlinks	Click on the button that has links to other pages or site in the internet.	The user should be able to view the desired page.
7.	E-mail hyperlinks	The webmaster's e-mail address on the site and click on it once.	The integrated e-mail on the users computer, probably MS Outlook will open with the webmasters address in the send box.
8.	Ability to view sites using different hardware	Log onto the site using different machines with different hardware specifications.	The site should open in as good or nearly as good quality as the hardware varies.
9.	Java applet	Click on the homepage	On the homepage a date and time applet should appear
10.	Scrolling marquee	Open the properties or DIY page	Scrolling marquee should appear displaying scrolling text.
11.	Animated GIF	The company logo on the homepage	The company logo should revolve anticlockwise.
12.	Dynamic HTML	Open the DIY	A map should appear which

		delivery page	gives you a mouse over affect.
13.	Feedback form	Send some test feedback	Test feedback will be received as an e-mail
14.	Buttons	Click on buttons on 'About page'	Button will link to an alternative About page.
15.	Thumbnails	Click on a product to enlarge the picture	This picture should be enlarged to another a blank page.
16.	To view a map of region delivery	Click on anywhere ion the UK map to see the information	Each region in the UK should highlight to show the user the vital information about delivery service.