

Software Quality Assurance

**WELCOME**

Graphic User Interface Testing

# WHY GUI TESTING?

## Testing the way software looks

(not the way it works)

- You can start reporting bugs from the **day one**
- It helps you to keep the job by creating a good impression from the day one
- It helps you to get a job if you are able to talk about the subject at the interview
- All the rules, standards, recommendations are published
- Not many people know about their existence
- GUI issues are normally not given much of attention – you can find bugs easily and report them a lot

# HISTORIC OVERVIEW

- DOS & UNIX – command line interface
- MAC OS and later Windows – GUI (menus, drag and drop, dialog boxes, desktops, etc.)
- Microsoft GUI guidelines for Windows Apps
- Dept. of Health and Human Services usability guidelines for web applications
- Web applications overall are developed badly in terms of GUI and usability

# WHAT IS IN THE BOOKS?

- GUI concepts – more than just rules
- Terminology you use when write bug reports – you speak the technically correct language
- 400 items check list for GUI testing of web applications sorted by relative importance
- 300 pages with lots of graphics
- It becomes a part of your vision

# WHERE REQUIREMENTS COME FROM

We need them to test

We never have enough of them given to us

- Written documentation (business and technical)
- Discussions, meeting notes
- Industry practices (nice to have vs. must have)
- Product we want “to be like”

## SOME WEB PAGE GUI RULES

- Disable controls if cannot use them
- Default button – nice to have
- Which field, gets default input focus
- TAB order: logical or LEFT->RIGHT; TOP -> BOTTOM
- Provide default values to the fields if appropriate
- Labels end up with the colon (:) character

# BASIC TERMS

- PUSH button
- CHECK the check box
- CLICK – the mouse method
- PRESS/HOLD/RELEASE – keyboard key
- SELECT – text, menu item
- FOLDER/TAB
- TEXT FIELD/EDIT BOX/DATA INPUT FIELD
- WEB ELEMENT