

# **SESSION E-QUAL**

## **Quality Assurance for Database Applications**

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**Visual FoxPro™ Konferenz 97**

# Session Goals

- ◆ **“Quality” Definition**
- ◆ **Quality Control vs. Quality Assurance**
- ◆ **Integrating Quality Assurance into the Development Process**
- ◆ **Specific QA Techniques**

# Who...

- ◆ **Independent Xbase Developer since '83**
- ◆ **Hentzenwerke Corp - Current Projects**
- ◆ **Four Books, including DevGuide '97**
- ◆ **Editor of FoxTalk**
- ◆ **Wonderful Wife & 3 Kids (so far)**

# Session Requirements

- ◆ **Programming Experience Not Required**
- ◆ **Corporate or Independent**

# The Manufacturing Paradigm

- ◆ **Creating software has many similarities to manufacturing durables**
  - **Steps are the same**
- ◆ **Differences are due to perception**
  - **Not a physical object**

# Definition of Quality

- ◆ “Fitness for Use”

# QC vs. QA

- ◆ **Quality Control comes at the end of the process**
- ◆ **Quality Assurance is part of the process**

# What is the System Intended to do?

- ◆ This is the fundamental issue
- ◆ Can't determine Fitness For Use without knowing what the "Use" is

# Difficulties in Determining System Definition

- ◆ Changing requirements from users
- ◆ Unwillingness for developer to commit to functionality
- ◆ Specification goes against the nature of developer as artist

# System Specifications

- ◆ **Must be written down**
- ◆ **Must be updated**
- ◆ **Types of documentation**
  - **Technical specifications**
  - **Description of unit functionality**
  - **Use cases**

# Technical Specifications

## ◆ Database Structures

- Databases
- Tables
- Rules/Validations

## ◆ Class Designs

- Hierarchy
- Use

# Unit Functionality

- ◆ **Screen Appearance**
- ◆ **Purpose**
- ◆ **Access**
- ◆ **Step-by-Step Usage**
- ◆ **Rules**

# Use Cases

- ◆ **Defining a set of Use Cases**
- ◆ **Done during initial specification**
- ◆ **Refined through specification development**

# Use Case Bullet Points

- ◆ How Many?
- ◆ First level of description
- ◆ Define major functions
- ◆ Example:
  - 1. Quote Generation
  - 2. Quote Status Tracking
  - 3. Tickler File

# Bullet Point Breakdown

- ◆ **Functions that make up a Bullet Point**
- ◆ **Quote Generation Example:**
  - **Create a Quote**
  - **Duplicate a Quote**
  - **Merge Multiple Quotes**
  - **Quote Output**

# Variations on Bullet Point Breakdown = Use Cases

- ◆ Specific function or purpose that user wants to accomplish
- ◆ Create Quote Example:
  - Create a quote with one standard line item
  - Create a quote with multiple standard line items
  - Create a quote with one made-to-order line item

# Documenting a Use Case

- ◆ Series of steps to follow
- ◆ Steps include entire process, not just the computer part
- ◆ Can be validated through a checklist

# Code Reviews

- ◆ **Types of code reviews**
  - Code Inspection
  - One-on-one code review
  - Group code reviews
- ◆ **Purposes**
  - Not to find bugs
  - Mechanism for sharing techniques
  - Encourage proper practices
  - Encourage maintainability

# Code Inspection

- ◆ A “Quality Control” function
- ◆ Done on One-On-One basis
- ◆ Who gets inspected?
- ◆ What gets inspected?
- ◆ Who does inspection?

# One-on-One Code Review

- ◆ Purpose: Mentoring
- ◆ Who gets reviewed?
- ◆ What gets reviewed?
- ◆ Who does reviewing?

# Group Code Review

- ◆ **Purpose:**
  - “Defending Your Life”
  - Encourage interaction
- ◆ **Who gets reviewed?**
- ◆ **What gets reviewed?**
- ◆ **Who does reviewing?**

# Implementing a Review

- ◆ **Obstacles to doing reviews**
  - **No format**
  - **Not a deliverable for a customer**
  - **Busy, busy, busy**

# Review Checklist

- ◆ Building a set of guidelines from scratch
- ◆ Make guidelines available to entire group
- ◆ Make guidelines easy to follow - 300 pages of guidelines is too much
- ◆ These are guidelines, not rules

# Review Guidelines - I

- Does the system compile without errors?
- Has any source code been stubbed out?
- Does the project contain unused items?

# Review Guidelines - II

- Does each routine have a proper header?
- Are parameters described in the header?
- Are parameters checked upon entry?
- Do comments exist? Any source code commented out? Is code indented and formatted with white space?
- Are logic structures complete? (IF/ELSE)
- Do variables follow naming conventions?
- Are there long/complex nestings?
- Are there comments for modified code?

# Review Guidelines - III

- String comparisons handled with case?
- Are file locations hard-coded?
- Are similar functions used interchangeably (DTOS and DTOC)?
- Does arithmetic on dates handle Y2K?
- Are divisors tested for zero?
- Are variables declared and initialized?
- Do “magic numbers” exist?
- Are there blocks of repetitious code?

# Review Guidelines - IV

- Can custom code be handled by libraries?
- Is code in the proper place in the call stack?
- Are variables scoped and released?
- Are common cases tested first?
- Do routines have one exit?
- Is code contained within loops necessary?
- Are external device calls trapped?
- Are files checked for existence?
- Is environment returned to original state?

# Review Deliverable

- ◆ Doesn't get done because no one is waiting for it
- ◆ Deliverable must be to QA department
- ◆ “Code that is not Reviewed is Code that is not Finished”

# Not Enough Time

- ◆ Part of a review can be a clerical function
- ◆ Do 10% of the application
- ◆ Review during breaks
- ◆ Review during downtime
- ◆ Measurable goal of developer
- ◆ Discipline

# Test Data

- ◆ **Four required items**
  - **Multiple data sets**
  - **Original data**
  - **Proof cases**
  - **Multiple snapshots**

# The Testing Process

- ◆ 1. Push all the buttons
- ◆ 2. Test unit functionality
- ◆ 3. Test the rules
  - Unit rules
  - Use cases
- ◆ 4. Break it!

# Test Plans

- ◆ “Plan Your Work and Work Your Plan”
- ◆ Documenting what was tested
- ◆ Regression Testing

# Testing Personnel

- ◆ **Who to test?**
  - **The worst person to test**
  - **The second worst person to test**
- ◆ **This leaves dedicated staff**

# Internal Testing - Pros

- ◆ Testing gets done
- ◆ Testing is done properly and consistently
- ◆ Training to test not needed
- ◆ Dedicated individuals develop skill at testing and continually get better
- ◆ Special tools and techniques are available

# Internal Testing - Cons

- ◆ Higher expense that may not be able to be billed to customer
- ◆ Scheduling keep work load even
- ◆ Availability of testing personnel
- ◆ Additional overhead of managing testing personnel
- ◆ Learning curve for application can't be re-used

# External Testing - Pros

- ◆ Lower perceived outside cost
- ◆ Burden to find personnel placed elsewhere
- ◆ Learning curve of testing personnel is a useful investment
- ◆ Only one transfer of knowledge necessary - less expensive

# External Testing - Cons

- ◆ Getting customer to agree to test  
(That's the realm of the developer)
- ◆ Testing not done on time
- ◆ Accuracy of testing results
- ◆ Skill level of testing personnel is low

# Application Feedback

- ◆ **When to start documenting bugs**
  - **Bugs can fall through the cracks internally as well as externally**
  - **Defects caught internally can provide valuable feedback as well (the manufacturing QA paradigm)**

# Categorizing Defects

- ◆ Analysis
- ◆ Design
- ◆ Coding
- ◆ Environmental
- ◆ Installation
- ◆ Training
- ◆ Data
- ◆ Can't reproduce

# Tracking Defects

- ◆ Require a form to be filled out
- ◆ Three types of feedback
  - Defect
  - Question
  - Enhancement Request (ER)
- ◆ Issues list

# Acceptance

- ◆ **Definition of Acceptance**
- ◆ **Delivery**
- ◆ **Additional examination time**
- ◆ **Final payment**

# More Info

- ◆ **Samples on  
[www.hentzenwerke.com](http://www.hentzenwerke.com)**
- ◆ **Books - MSPress, DevGuide**