

WOMEN4IT

2020



TRAINING ROADMAP

Software Tester

About This Training Path

Total Hours

160

Training Objectives

The purpose of this training path is to provide you with a knowledge of software testing processes and principles, types and methods. You will learn about the technologies and tools used within the software testing industry for example, Postman for API testing; Jira, Trello for project management; SQLite - for databases; Microsoft Excel for manual testing and Chrome Developer Tools for debugging. Training is firmly focused on the job of the software tester - you will practice your newly gained skills and knowledge using real-life projects and methods.

Upon successful completion of the training you will be able to:

- Conduct software testing by creating test cases, organize test cases in test sets, develop test schedule and plan test executions, contribute to test plans and write specific reports based on Software Testing principles.
- Learn to use specific tools in the testing process: Postman for API testing; Jira, Trello for Project Management; SQLite - for databases; Microsoft Excel for manual testing; Chrome Developer Tools for debugging.
- Run automation scripting with Postman and use Selenium for basic UI testing (e.g. log in).

Success Criteria

You are assessed continuously throughout the training, earning badges for every module you successfully complete. You must achieve all badges to successfully complete the training. A minimum attendance rate of 75% is required.

Accreditation

You may qualify, in full or in part, for credits towards future training courses or certification by an awarding body. Your mentor will explain these options to you before you begin.

Your Training Roadmap

Your trainer may conduct a pre-assessment exercise with you to determine your knowledge of the subject and your comfort level with technology. This may be in the form of a short online test, a paper survey or informal interview, either 1 to 1 or in a group with your fellow learners. A digital skills introductory course may be recommended for you to help you progress through the training roadmap.

UNIT 1

Introduction to Software Testing

Learning Objectives

- Understand the purpose of testing in the context of software development and become familiar with the specialised terminology.
- Understand the process of developing an application (SDLC - Software Development Life Cycle), how testing contributes at each stage of this process and why it is necessary (STCL - Software Testing Life Cycle).
- Gain introductory knowledge regarding the Software Testing topic by understanding the principles.

UNIT 2

Introduction to Software Testing 2

Learning Objectives

- Gain introductory knowledge regarding the software testing topic by understanding the specific terminology.
- Know about common software development models.

UNIT 3

Software Testing Principles

Learning Objectives

- Be familiar with the most common types of testing through practical exercises, along with team-mates.
- Test value ranges in software applications and their limits, using techniques such as Equivalence Class Partitioning, Boundary Value Analysis, Decision Table and State Transition.

UNIT 4

The Software Testing Process

Learning Objectives

- Understand what the testing process within a project is, from the analysis of the requirements, the creation of the test plan, to its execution and the reporting of defects by carrying out step by step, practice activities.
- Understand how development teams collaborate according to the most popular working methodologies: Agile and Waterfall.

UNIT 5

Testing Software Tools

Learning Objectives

- Understand how a browser communicates with a web server and which add-ons can ease your work in testing.
- Use some of the most popular applications for project management: Jira and Trello.

- Know what a database means and how you can interact with it to complete the testing process.