

Intro to RCS Online Training



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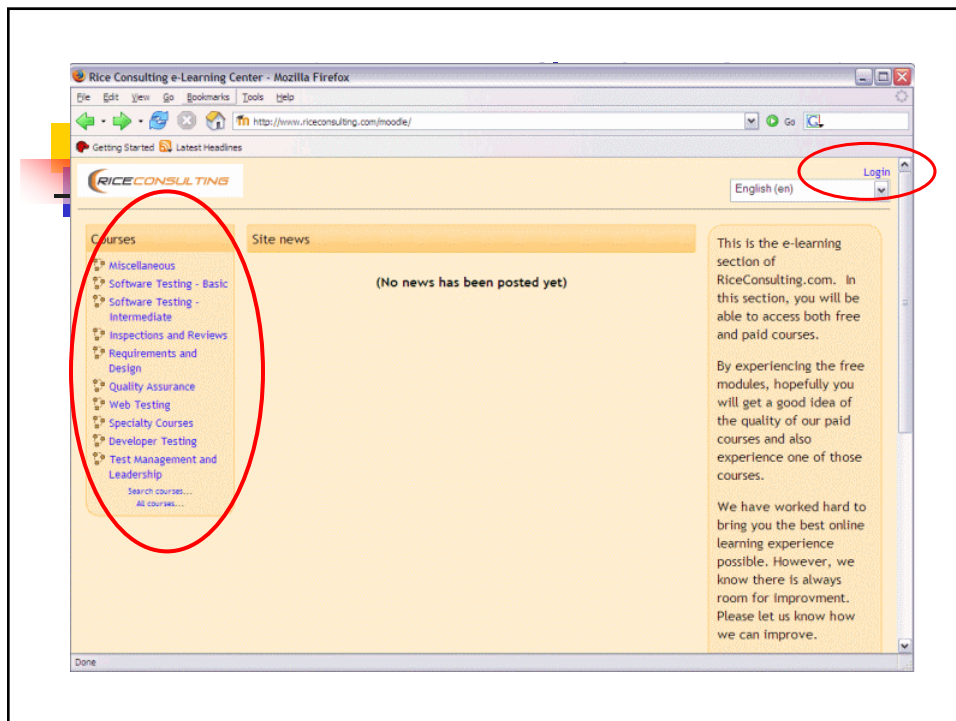
System Requirements

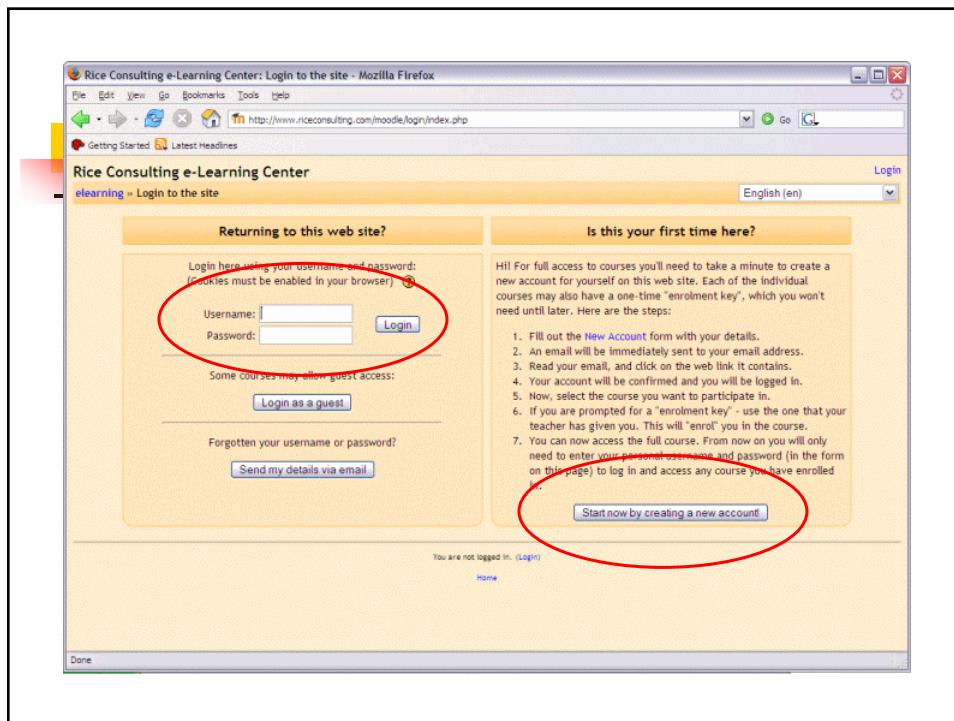
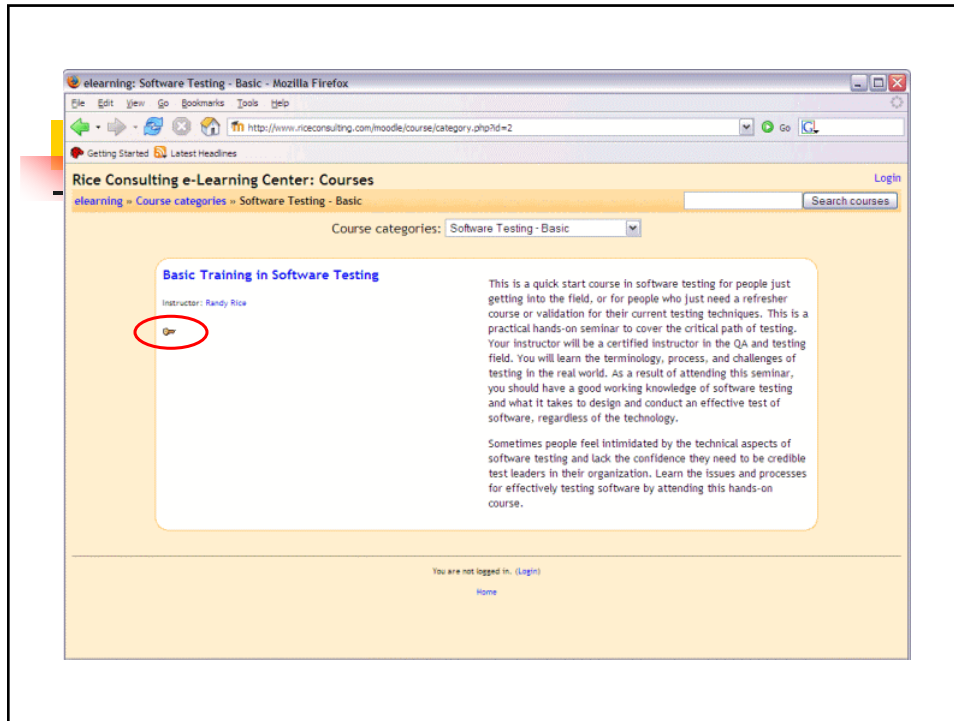


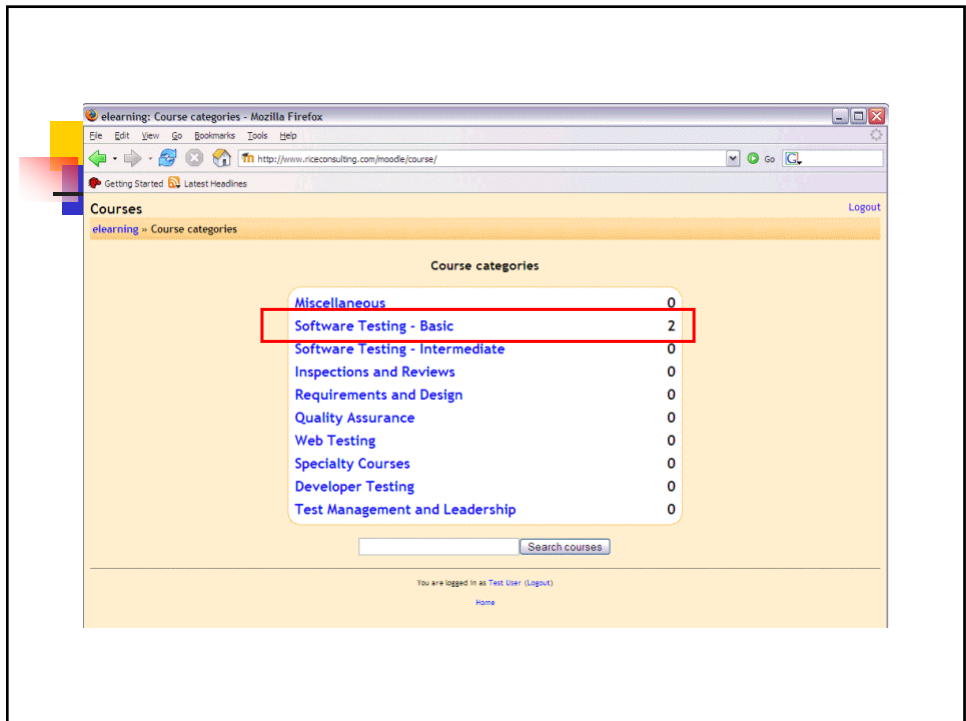
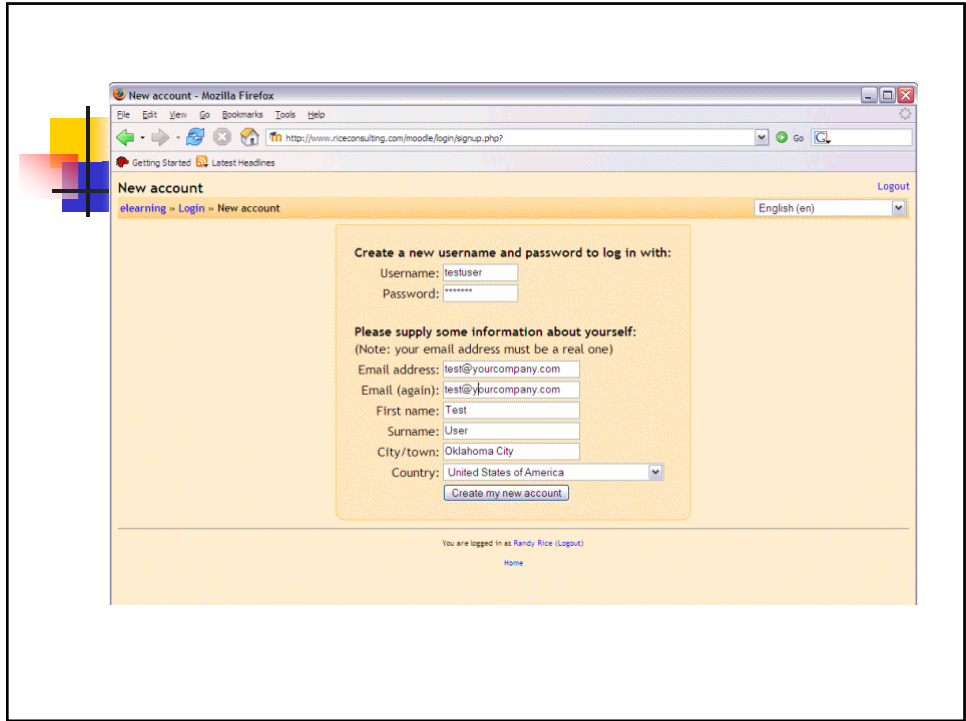
- Macromedia Flash Player
 - <http://www.macromedia.com>
- Sound card and speakers (or headphones)
- Adobe Acrobat Reader 5.0 or higher
 - <http://www.adobe.com>
- Microsoft Word and Excel
- Windows Media Player
 - www.microsoft.com
- Web browser
 - Microsoft Internet Explorer v6.0 or higher
 - Mozilla Firefox 1.0 or higher
 - Netscape 6 or higher

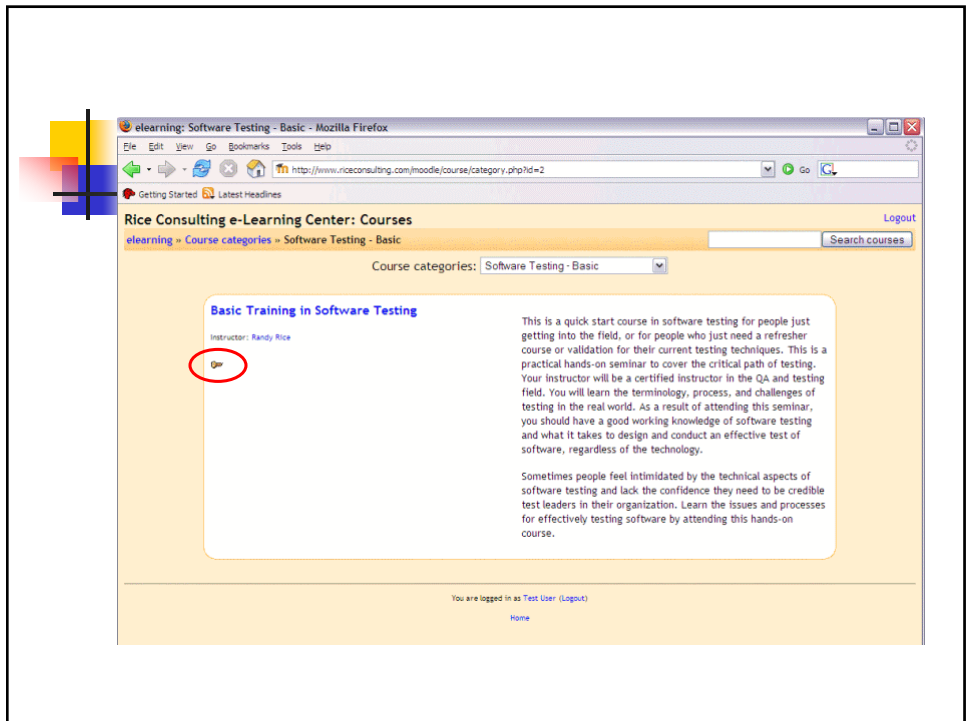
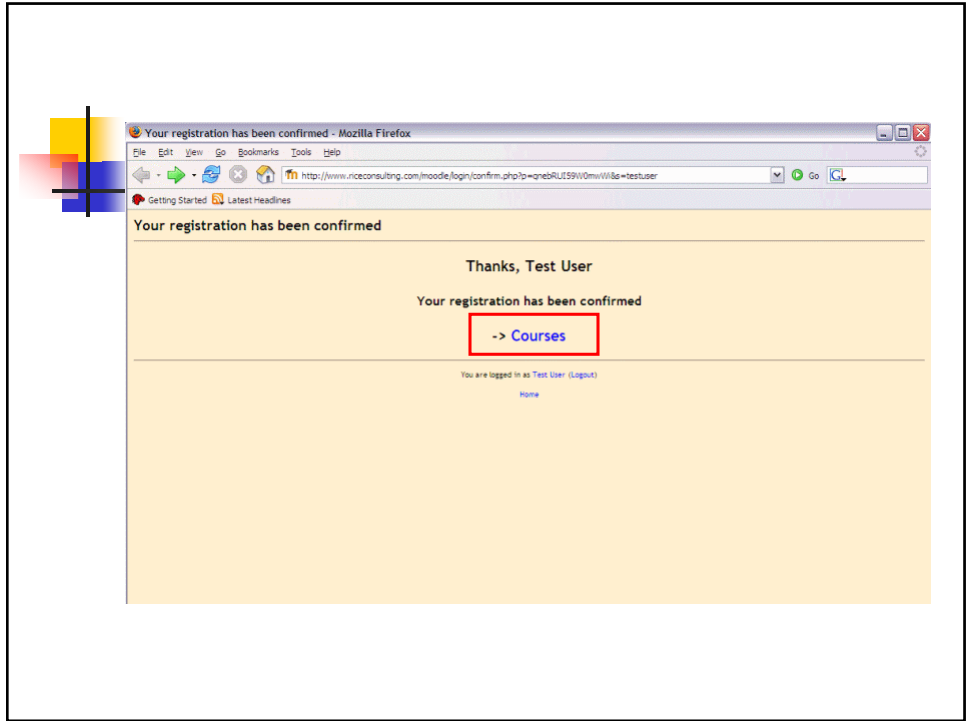
About Moodle

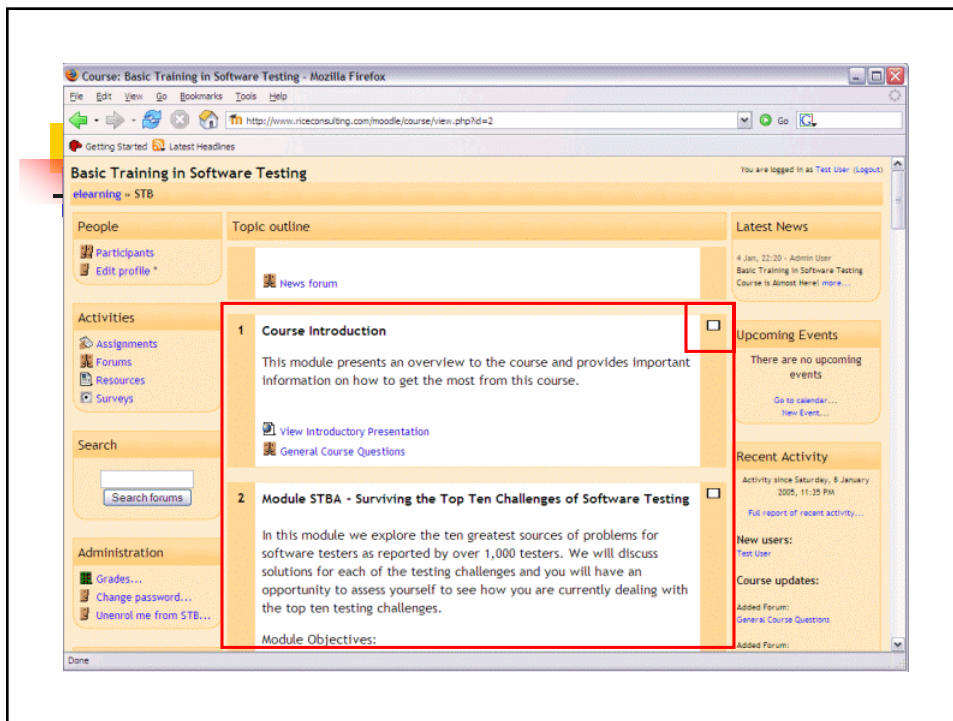
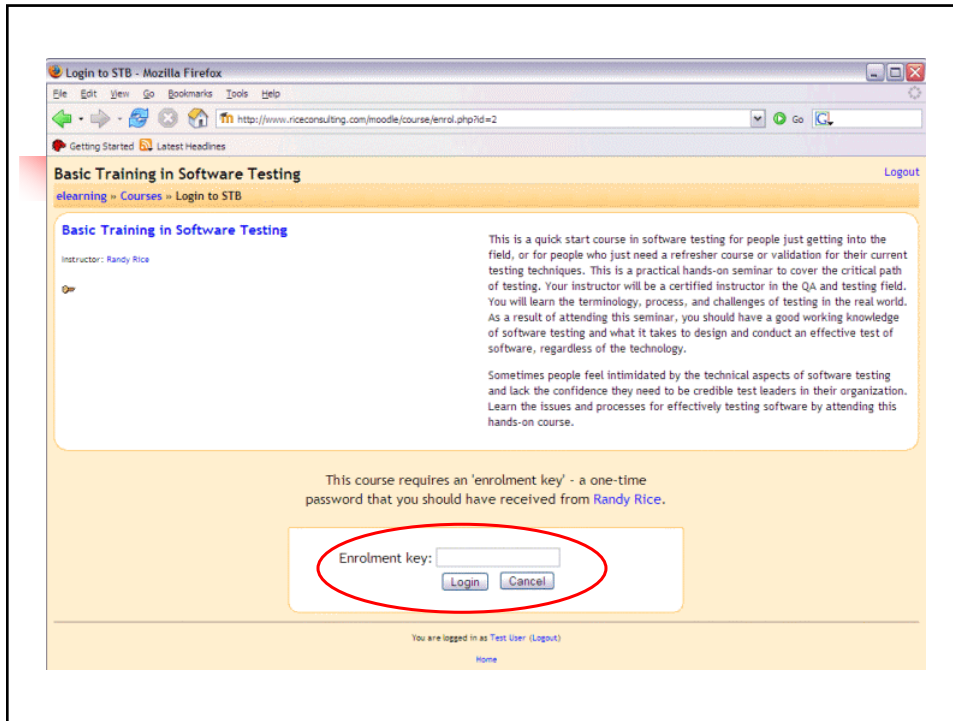
- To present you with a quality learning environment, we use the Moodle courseware management system.
- You can
 - View presentations
 - Download course notes
 - Discuss ideas and questions with others in the forums
 - Participate in scheduled chat sessions

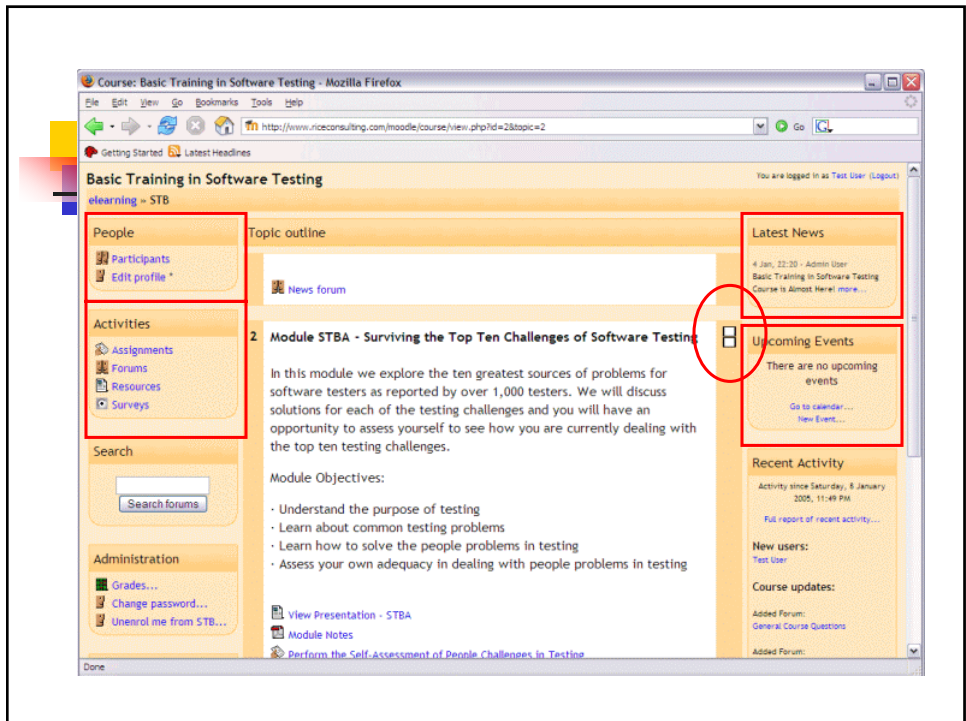
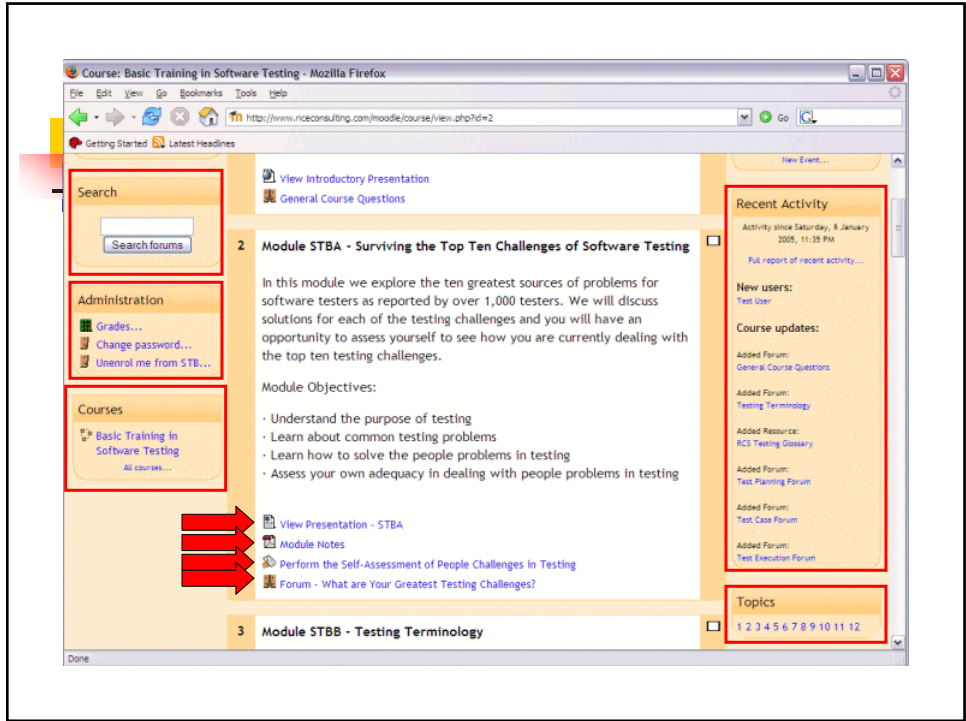


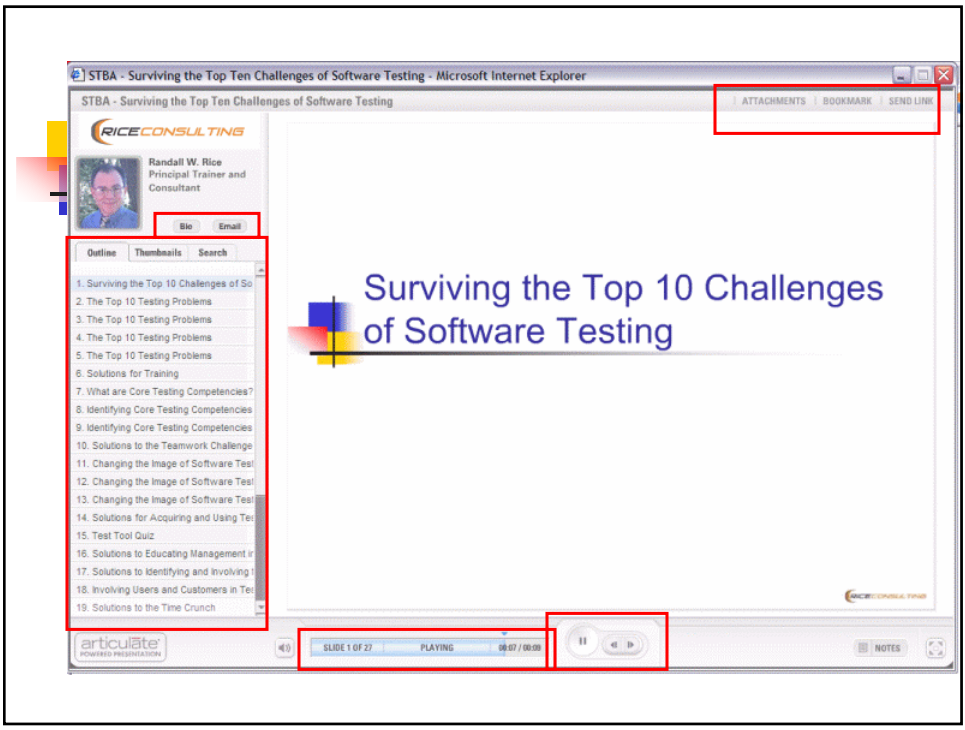
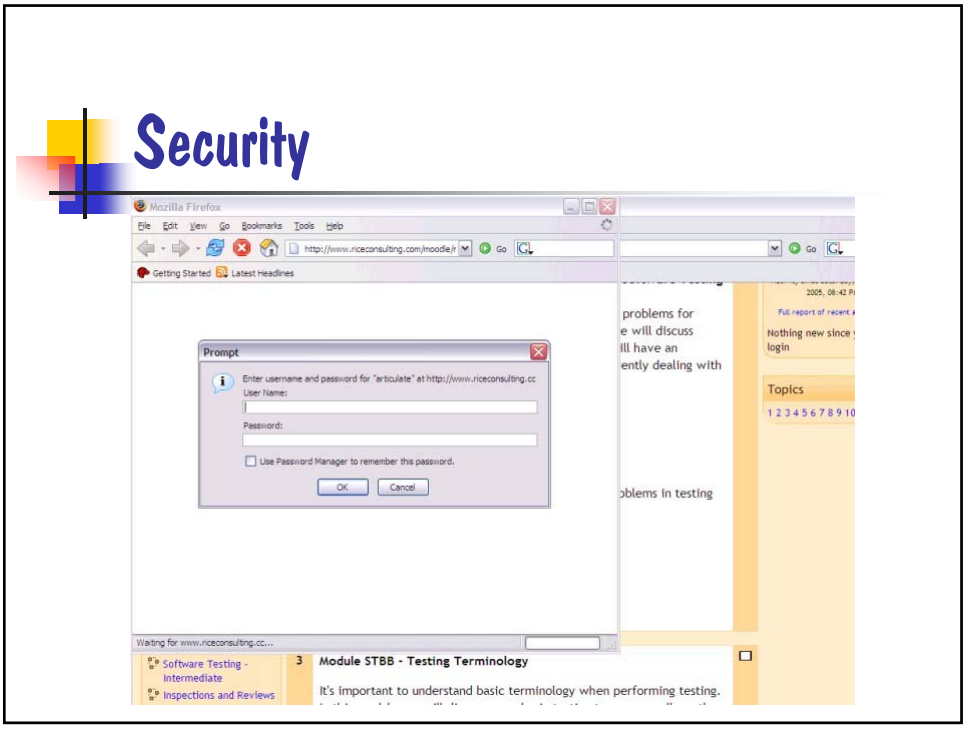












STBA - Surviving the Top Ten Challenges of Software Testing - Microsoft Internet Explorer

ATTACHMENTS | BOOKMARK | SEND LINK


RICECONSULTING

Randall W. Rice
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Bio | Email

The Top 10 Testing Problems

- Identified by surveys and interviews over the past three years
- Over 1,000 testers surveyed
- Basis for the book, *Surviving the Top Ten Challenges of Software Testing* by William E. Perry and Randall W. Rice



To place this discussion of basic testing principles in context, it is helpful to understand common testing problems. This helps us to focus our efforts on the things that can make testing effective. In researching this issue, over 1,000 testers were surveyed to find out what causes them the most trouble in testing. This research took place over a three-year period. The basic finding was that the great majority of testing problems are people-related, not technical in nature.

articulate
POWERED PRESENTATION

SLIDE 2 OF 27 PAUSED 00:25 / 01:04

NOTES

Learning Games and Quizzes

- Learning games are placed throughout the presentation to help you remember the main points.
- Quizzes are at the very end of the module.
 - Most quizzes have 10 questions comprised of multiple-choice, matching, true/false, and completion types.

Quizzes

The screenshot shows a web browser window displaying a quiz results page. The page title is "Surviving the Top Ten Challenges of Software Testing". The user's score is 60% (60 points), and the passing score is 80% (80 points). The result is "You did not pass." Below the results are three buttons: "Review Quiz", "Email Results", and "Finish".

| Quiz Results | |
|-----------------|-------------------|
| Your Score : | 60% (60 points) |
| Passing Score : | 80% (80 points) |
| Result : | You did not pass. |

Buttons: Review Quiz, Email Results, Finish

Exercises

- The more exercises you do, the more you will learn!
- This course is short on theory, but long on practicality.

Exercise Example

5 Module STBD - Test Planning Overview

In this module, we will look at how to develop a test strategy and a high level test plan. You will also learn how to develop a set of test objectives.

Module Objectives:

- Understand basic test planning principles
- Understand the nature of a test strategy
- Learn how to develop a test strategy
- Learn the elements of a high-level test plan

[View Presentation - STBD](#)

[Case Study](#)

[Exercise - Developing a Test Strategy](#)

[Exercise - Define Test Objectives](#)

[Test Planning Forum](#)

Forums

- When you have a question or comment, feel free to post it to the forums in each module.

Forums



Summary

- We have worked hard to provide you with the very best e-learning experience possible.
- Moodle is a great learning environment.
- We would love to hear your questions and feedback!