Chapter 25

Testing Web Applications

Testing quality dimensions:

Content- function- structure- usability- navigability- performance- compatibility-interoperability- security.

Errors in a WebApp:	WebApp testing strategy:
1-often see a symptom of the error, not the error itself. 2-it's impossible reproduce the error outside the environment that occurred the error inside it. 3-Many errors can be traced to the configuration and regardless of the cause of the error. 4-errors can be difficult to trace across three architectural layers: the client, the server, or the network itself. 5-Some errors are due to the static operating environment, while others are attributable to the dynamic operating environment.	1-reviw the content model. 2-reviw the interface model. 3-reviw design model. 4-test user interface. 5-Selected functional components are unit tested. 6-Navigation throughout the architecture is tested. 7-test the compatibility for each configuration to WebApp. 8-test the security. 9-test performance. 10-test the WebApp by the end users.

Testing interface mechanisms:

Links-forms-client-side scripting-dynamic HTML-client side pop-up windows-CGI scripts-streaming content-cookies-application specific interface mechanisms.

Usability tests:	design by Web team executed by end-users.
Compatibility testing:	to uncover errors that cusses configuration differences.
Component-level testing:	to uncover in WebApp functions.
Navigation Testing:	Navigation links-Redirects-Bookmarks-Frames and framesets-Site maps-Internal search engines.
Configuration Testing:	from server-side and client-side.
Security Testing:	to check out weaknesses of client and server side.
Load testing:	to test number of users, transactions and data load.
Stress testing:	check the system after override the allowed value from the variables N,T,D.