

Task 6 Testing Log Template

Task 6 Study Session Helper Program - Unit 4 - 20%

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Testing Purpose

Testing should show that your coded product works, handles expected input and responds sensibly when something goes wrong.

Your testing must connect back to your requirements and user needs.

1. Test Plan

Test number	Requirement or feature tested	Test data	Expected result	Actual result	Pass/fail	Fix needed
1	Normal data					
2	Boundary data					
3	Invalid data					
4	Selection logic					
5	Loop logic					
6	User flow or interface					
7	Final result or summary					

2. Required Test Types

Test type	What it means	My example
Normal data	input the user is expected to enter	
Boundary data	input at the edge of an allowed range	
Invalid data	input the program should reject or handle	
Logic test	checks a decision, loop or calculation	
User test	checks whether a user can follow the product	

3. Debugging Notes

Record errors you found and how you fixed them.

Error type	What happened	Evidence	How I fixed or managed it
Syntax error			
Run-time error			
Logical error			
Usability issue			

4. Trace Table Evidence

Paste or attach the trace table from your algorithm design. Explain what it proved.

5. Validation Evidence

Ask a user or classmate to try your product.

Question	Notes
What did the user try to do?	
What worked clearly?	
What confused them?	
What change did you make or consider?	

6. Evidence to Include

Include screenshots, copied output, screen recording stills or teacher-approved evidence showing:

- the program running successfully
- normal data test
- boundary data test
- invalid data test
- at least one issue you found or fixed
- final output or summary screen
- any validation feedback used for iteration