

IN-CLASS STUDENT ACTIVITY 4.5: RESPOND TO THE TOUCH INTERFACE

Lesson Objective 4.5:

Respond to the touch interface.

Resources, software, and additional files needed for this lesson:

1. Microsoft® Word (or similar word processing software) access to the Internet.

Guiding questions:

1. What does it mean to “capture” an event?
2. Once an event is captured, how do you respond to it?

Student activity:

Directions to the student:

Read the following scenario. Use Microsoft Word or another word processing program to answer the questions in the Content section, helping Cecilia create a comprehensive test plan for her new product. Verify your answers with the instructor.

Scenario:

Cecilia Cornejo is a web design tester for Consolidated Messenger. The company is developing a new tracking system for its shipping department. The development team has just finished the programming task, and the code includes many new touch technologies to make it easier for the employees and the customers. Cecilia’s job is to test the new user interface.

Content:

1. What hardware devices should be included in the testing?
2. List four best practices that should be considered.
3. List at least five test cases to be included in Cecilia’s testing strategy.
4. (Optional) If you are not familiar with the process of software testing, locate information about the process on the Internet and write your own description.