

Client Meeting

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Regarding Data Dictionaries:

- data type, sample inputs, etc.
- example would be username or password: 5-20 characters, specific format?
 - * are strong passwords needed?
- do a decomposition of all prototype screens that we have and bring out all the elements
- include data entities that include others

Decomposition of Scoreboard (regarding contestant):

- entities: 'scoreboard' page title, submit tab, problem tab, scoreboard tab, each column within actual scoreboard (i.e. time stamp, team name, team rows, problem #, etc.), chat window, all chat window elements, send (button), etc.
- do not get too specific: can include INT but not varchar
- try to stay general unless we are sure of all specifics

Unit Tests:

- NOT stress test!
- testing one process at a time
- password authentication
- having someone log in involves several unit tests
- unit test : messages sent on chat window
- unit test: scoreboard updates – three separate unit tests on whether time as changed, whether team has moved into next position, etc.
- unit test: does navigation work? Test all tabs

Data Flow Diagram:

- try contest configuration to bring down to level 3