

# Scripting for Testers

## Lab 1: Getting Started with Timeclock

Manually review the Timeclock web application. Your objective is to understand the software and develop ideas for how you would test it. The developer and business analyst for this software are available to you, if you ask.

As you review the software, make note of any bugs that you find.

Your laptop should be connected to the class network. Your instructor will tell you how to access the timeclock server.

This lab, like all the labs, should be conducted with two (or maybe three) people working together. Both should contribute to the testing ideas.

### **Deliverables**

At the conclusion of the lab, you should have:

1. Notes on ideas for how you would test this, recorded below.
2. Reports of any significant bugs you have found. Report these on index cards.

### **Timeclock Test Ideas**