Technical testing in Dreamweaver

Activity Overview

Because you can't control which browsers or operating systems visitors will use to view your site, it is important to test your site in different browsers, operating systems, and devices. Additionally all navigation, including internal and external links, need to be checked to ensure they are working properly so users can get to where they want to go. This activity introduces the topic of quality assurance and how to conduct technical testing, including accessibility requirements, for a web-based project.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: [1.1]

Activity Objectives

Project management skills

• Executing quality assurance tests

Design skills

• Designing a quality assurance test

Research and communication skills

• Creating quality assurance tests

Technical skills

Dreamweaver

• Checking links
• Testing a website on various browsers, operating systems, and devices

Project Assets

• *Guide:* Technical features and their design solutions
• *Dreamweaver guide:* How to check links [6.1]
• *Dreamweaver guide:* How to preview and test a web project [2.2, 6.1]

Background preparation resources

Technical and content information

ISTE NETS*S Standards for Students

Adobe Certified Associate objectives

Activity Steps

1. Introduce the topic of quality assurance (QA) by asking students about their perception of quality assurance.
   - What is quality assurance?
   - What steps would you take to guarantee quality?

2. Distribute the technical guides and ask students to begin the process of technical testing by making a checklist—also called a test plan—of the technical features they need to test as those features are specified in their design documents and storyboards. The checklists might include the following: [6.1]
   - Test links to ensure they go to proper destinations and check for broken links by using the Check Links Sitewide command in Dreamweaver.
   - Check for layout elements that should appear on every page (for example, navigation bars and banners across the top).
   - Check the spelling of all text (such as content paragraphs and button labels) on every page.
   - Use Adobe Dreamweaver to preview and check that the site works and the design is consistent in at least the three major browsers—Internet Explorer, Mozilla Firefox, and Safari—and on both Windows and Macintosh operating systems.
   - Check that the site works on a device other than a laptop.
   - Check that all images have alternative text and meet other accessibility requirements. [1.4]

   Guide: Technical features and their design solutions

   Dreamweaver guide: How to check links [6.1]

   Dreamweaver guide: How to preview and test a web project [2.2, 6.1]

4. Using the checklists they created, ask students to test a web project they are currently working on. Ask teams to revise their projects based on the information from the technical tests.

   Note: If students are working in teams, either pair teams to test each other's web projects or have members of each team follow the test checklist on their own project. Make sure testers write down the bugs and problems they find so the team knows everything they need to fix.

5. Explain that they should create and run quality assurance tests on every single project they plan to publish online, from a single web page to a full-blown web site.

Assessment:

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Technical test	Absent or incomplete.	Students create test plans to test technical aspects of a web project. Students test websites, document any bugs, and fix the bugs.	Students create detailed test plans to test all technical aspects of a web project. Students test sites, document any bugs, and fix the bugs.

Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: http://tv.adobe.com.
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: http://edex.adobe.com/
- For an overview of the interface and for more information on the technical aspects of *Adobe Dreamweaver*, see *Dreamweaver* Help.

Testing a website:

- Adobe's Website Production Management Techniques – Build and Test: www.adobe.com/resources/techniques/build/
- Adobe Website Production Management Techniques Client Survey: http://edex.adobe.com/resource/231483/

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

6. Technology Operations and Concepts
    Students demonstrate a sound understanding of technology concepts, systems and operations. Students:

    a. understand and use technology systems.
    b. select and use applications effectively and productively.
    c. troubleshoot systems and applications.

Adobe Certified Associate, Web Authoring objectives

1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.

2.2 Produce website designs that work equally well on various operating systems, browser versions/configurations, and devices.

6.1 Conduct technical tests.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: http://edex.adobe.com/.