Testing

Task 1. Complete the definition of software testing.

requirements	defect-free	functionality	quality
defects			

Software testing is a process of evaluating the 1) _____ of a software application with an intent to find out whether the developed software met the specified 2) _____ or not and to identify the 3) _____ to ensure that the product is 4) _____ in order to produce the 5) _____ product.

Task 2. Read the text where a quality assurance specialist talking about why testing is necessary. Cross out the reasons which are not mentioned in the text:

- Cost-effectiveness
- Functionality
- Customer satisfaction
- Safety
- Security
- Product quality

Why testing is necessary

Some people think that my job is not important. I sometimes hear such questions like "Why do we need software testing?" or "Why is testing required?"

Ok, there are at least 4 reasons why we need testing.

First of all, security. Hackers gain unauthorized access to data. These hackers steal user information and use it for their benefit. If your product is not secured, users won't prefer your product. Users always look for trusted products. Testing helps in removing vulnerabilities in the product.

Then, customer satisfaction. In any business, the ultimate goal is to give the best customer satisfaction. Yes, it is very important. Software testing improves the user experience of an application and gives satisfaction to the customers. Happy customers mean more revenue for a business.

One of the reasons why software testing is necessary is to provide the best user experience.

Next, product quality. Software testing is an art which helps in strengthening the market reputation of a company by delivering a quality product to the client as mentioned in the requirement specification documents.

And of course, cost-effectiveness. As a matter of fact, design defects can never be completely ruled out for any complex system. It is not because developers are careless, but because the complexity of a system is intractable. If the design issues go undetected, then it will become more difficult to trace back defects and rectify it. It will become more expensive to fix it.

If the bugs can be identified in early stages of development, then it costs much less to fix them.

That is why it is important to find defects in the early stages of the software development life cycle. So, one of the benefits of testing is cost-effectiveness.

Task 3. Read the text again and mark the sentences as True, False or Not mentioned.

1. If your product has vulnerabilities, the clients won't trust it.
2. Hackers usually steal user information to steal money.
3. Testing is closely related to user experience.

4. Software testing can't boost the market reputation of a company.
5. It is next to impossible to find all design defects.
6. It is essential to find defects in the early stages of the software development life cycle because it makes it easier to fix the bugs.
7. It is better to start testing earlier and introduce testing in every phase of the software development life cycle.

Task 4. Answer the following questions:

- Do you agree with the information in the text?
- What is your experience in testing software?
- How much attention is paid to testing in your company/department?

Task 5. Filing a bug report is the final stage of any type of software testing. Complete the text with the indispensable elements of a bug report.

- Visual proof
- Optional
- Environment
- The URL
- ID/name
- Expected vs. actual results
- A description/summary
- Steps to reproduce

How to complete a bug report

1) ……
Keep it brief and use the correct terms. The best practice is to include the name of the feature where you found an issue. A good example could be "CART - Unable to add a new item to my cart".
2) ……..
If you feel the name is not sufficient, explain the bug in a few words using simple language. Keep in mind that your description might be used to search in your bug tracking application, so make sure to use the right words.
3) …….
Websites may behave differently depending on your browser, operating system, zoom level and screen size. Make sure your developers know your technical environment.
4) ……
Make it easy for your developers to spot the problem by including the URL of the page where you found the bug. Big time saver!
5) ……
A picture is worth a thousand words. Although it might not be enough, a visual element like a screenshot or a video will help your developers understand the problem better and faster.
6) ……..
A screenshot is proof that you had a problem, but keep in mind that your developer might not be able to reproduce the bug. Make sure to describe the steps you took before you encountered the bug in as much detail as possible.
7) ……
Explain what results you expected – be as specific as possible. Just saying "the app doesn't work as expected" is not useful. It's also helpful to describe what you actually experienced.
8) …….
You can also include some extra information, such as the severity (critical, major, minor, trivial, enhancement), priority (high, medium, low), name of the reporter, person assigned or a due date.

Task 6. Make sentences in Present Perfect or Past Simple using the given prompts.

1. I (to update) the drivers recently.
2. I (to switch) my computer off yesterday.
3. He (not to change) the password.
4. He (to check) it a few hours ago.
5. You (to enter) your username and password correctly?
6. They (to try) to clean the cookies?
7. She (not to install) this program.
8. I (to install) a new program last week.

Task 7. Make sentences in Present Perfect or Past Simple using the given prompts.

1. You / to organize / the paintings into themes?
2. Mike / to add / a soundtrack?
3. I / to work / on the computer / yesterday.
4. You / to take / a screenshot?
5. We / to try / it / last time.
6. You / to attach / this video?
7. He / to replace / a hard disk?
8. What / you/ to do/ at the weekend?

Task 8. Write a short report (about 50-100 words) on the topic "Testing". What have you learned in this unit?