**LEVEL OF TESTING**

**1. Unit Testing**

**What is it?**  
Testing the smallest part of the software (usually one function or module) to check if it works correctly.

**Example (E-commerce site):**  
Testing a function that calculates the **total price** of items in the cart, including tax and discount.

**Why?**  
To make sure that this small piece of code works as expected.

**2. Integration Testing**

**What is it?**  
Testing how two or more parts (modules) of the software work together.

**Example (E-commerce site):**  
Testing if the **login system** connects properly with the **user profile** and **wishlist** modules.  
Or, checking if the **payment gateway** works correctly with the **checkout system**.

**Why?**  
To make sure different parts of the app can talk to each other smoothly.

**3. System Testing**

**What is it?**  
Testing the complete software application as a whole.

**Example (E-commerce site):**  
Testing the **entire website** — like logging in, searching for products, adding to cart, making payments, checking delivery status, etc.

**Why?**  
To ensure the system works correctly from start to finish.

**4. Acceptance Testing**

**What is it?**  
Checking if the software meets the customer or business needs. Usually done by the client or end-user.

**Example (E-commerce site):**  
The business team or client tests if the **discount coupons**, **cashback offers**, **delivery tracking**, and **return policy** work as expected.

**Why?**  
To make sure the app is ready to go live and satisfies the real-world user needs.