

Software Testing Types (14)



1) Unit testing: Testing individual units or components of a software system in isolation.



2) Integration testing: Testing how different components of a software system work together.



3) System testing: Testing a complete software system to ensure that it meets its functional and non-functional requirements.



4) Acceptance testing: Testing whether a software system meets the requirements and expectations of its intended users.



5) Regression testing: Testing to ensure that changes made to a software system do not cause previously working functionality to fail.



6) Performance testing: Testing to evaluate the performance and scalability of a software system under varying workloads.



7) Security testing: Testing to identify and address potential security vulnerabilities in a software system.



8) Usability testing: Testing to ensure that a software system is easy to use and understand for its intended users.



9) Accessibility testing: Testing is to ensure that the software system can be used by everyone, regardless of their disabilities, and that it meets accessibility standards and guidelines.



10) Exploratory testing: Testing to discover defects that may not be found through scripted testing.



11) Alpha testing: Testing a software system before it is released to the public, usually by a small group of testers.



12) Beta testing: Testing a software system with a larger group of external users before it is released to the public.



13) Ad-hoc testing: Informal testing done without a specific test plan or script.



14) Smoke testing: Testing to quickly determine if a software system is stable and functional enough to proceed with more rigorous testing.

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