

1) The Agile Testing Quadrants

The Agile Testing Quadrants provide a helpful taxonomy to help teams identify and plan the testing needed.

- Customer Facing support Tests
- Customer Facing critique Tests
- Development Facing support Tests
- Development Facing critique Tests

Tests that Support the Team

Quadrant 1

- Unit Tests
- Component Tests

Quadrant 2

- Functional Test
- Examples
- Story Tests
- Prototypes
- Simulations

Tests that Critique the Product

Quadrant 3

- Exploratory Testing
- Scenarios
- Usability Testing
- UAT (User Acceptance Testing)
- Alpha/Beta

Quadrant 4

- Performance & Load Testing
- Security Testing
- "ility" Testing

2) System testing

System testing is the type of testing to check the behaviour of a complete and fully integrated software product based on the software requirements specification (SRS) document. The main focus of this testing is to evaluate Business / Functional / End-user requirements. This includes all types of black box testing.

a) In Software Development Life Cycle the System Testing is performed as the first level of testing where the System is tested as a whole.

b) In this step of testing check if system meets functional requirement or not.

c) System Testing enables you to test, validate and verify both the Application Architecture and Business requirements.

d) The application/System is tested in an environment that particularly resembles the effective production environment where the application/software will be lastly deployed.

3) Exploratory testing

Exploratory testing is an approach to software assessment that integrates learning about the program with designing the test and conducting the testing processes. The simultaneous process ensures that developers have a more comprehensive understanding of how it should work and create more effective tests and, as a result, be better equipped to find problems.