

Some Classic Testing Mistakes



| Believing the primary
objective of system
testing is to find bugs

- Test must concentrate on finding important problems
- Test must provide an estimate of system quality

| Not focusing on
usability issues

| Starting too late

- Test must help development avoid problems

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45

Some Classic Testing Mistakes



- | Delaying stress and performance testing until the end
- | Not testing the “documentation” *[customer]*
- | Not staffing the test team with domain experts
- | Not communicating well with developers
- | Failing to adequately document and review test designs

Some Classic Testing Mistakes



Being
inflexible
with the test
plan



Failing to
learn from
previous test
activities

Best Testing Practices

| Assess software reliability via statistical testing

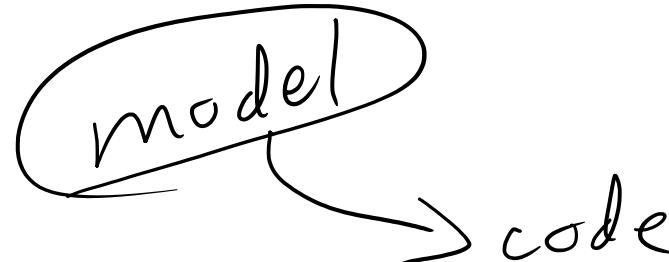
| Develop an agile test design

- Accommodate late changes ✓
- Emphasis on regression testing ✓

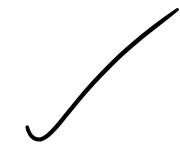
| Utilize model-based testing techniques

- State diagrams

| Develop cross-functional development and test teams



Best Testing Practices



Automate test
generation
where possible

Emphasize
usability
testing

Definitions



| Validation:

- Are we building the right product?

| Verification:

- Are we building the product right?

| Testing:

- The examination of the behavior of the program by executing it on sample data sets

Definitions



| **Error:**

- Mistake made by a human

| **Defect/Fault:**

- Result of error manifested in the code

| **Failure:**

- Software doesn't do what it is supposed to do

Poor Reliability



| Software defects rates are around 1 delivered defect per thousand lines of code

| With applications spanning millions of lines of code, customers experience many defects

Definitions



| Reliability:

- The probability that a software program operates for some given time period without software error

Testers vs Pollsters Analogy





Introduction to Software Verification, Validation and Testing

Testing Background

Objective



Objective

Define common
testing
terminology

History



| The term **software engineering** was first used at a workshop in West Germany in 1968 considering the growing problems of software development

- High Cost
- Difficult to Manage
- Poor Reliability
- Lack of User Acceptance
- Difficult to Maintain

Current State of Software Development



High Cost

Difficult to manage

Poor Reliability

Lack of User Acceptance

Difficult to Maintain

Testing Levels



Unit / Component

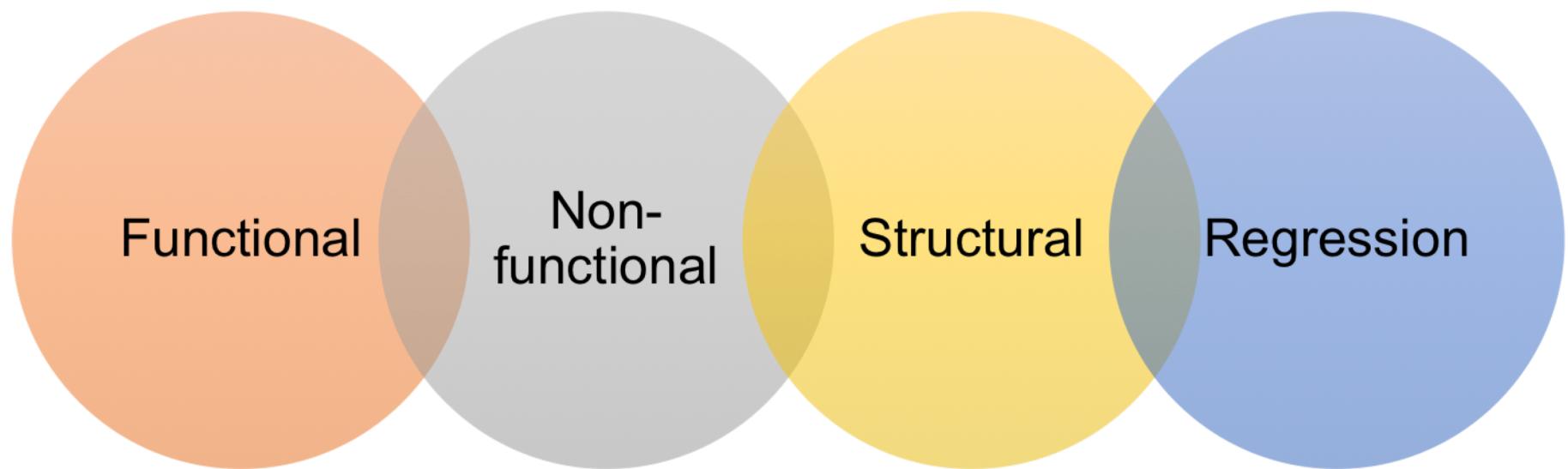
Integration

System

Acceptance

Beta

Test Types



Summary





Introduction to Software Verification, Validation and Testing

Testing Principles and Best Practices

Objective



Objective

Explain best
practices for
software testing.

Testing Principles



| Principle 1:

- Testing only shows the presence of defects – not proof of correctness

| Principle 2:

- Exhaustive testing is impossible

| Principle 3:

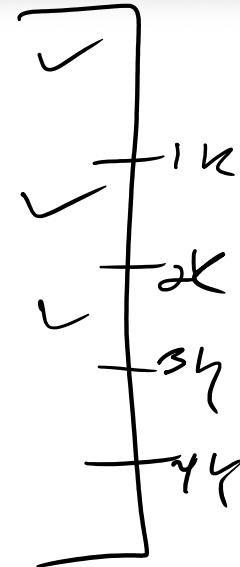
- Start testing early

Testing Principles

why?

100%

- complexity
- programming
- changes
- interfaces
- pressure



| Principle 1:

- Testing only shows the presence of defects – not proof of correctness

| Principle 2:

- Exhaustive testing is impossible

| Principle 3:

- Start testing early

| Principle 4:

- Defects cluster

| Principle 5:

- Testing is context dependent

| Principle 6:

- Absence-of-errors fallacy

Testing Attitude

SE Licensing

Educating / Experiencing / Tests

TEXAS

Independence

Customer perspective

Demonstrate that the system works (test intended functionality)

Demonstrate that the system is bullet proof (test unintended functionality)

Professionalism

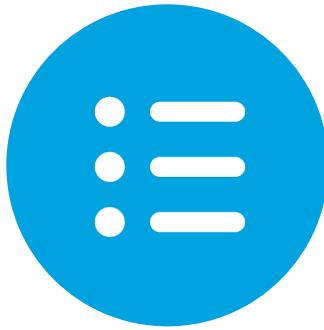
1. build
2. verify



Introduction to Software Verification, Validation and Testing

Testing Throughout Life Cycle

Objectives



Objective

Describe how testing is integrated into software development phases



Objective

Define the objectives of the different levels of testing

Testing Throughout Life Cycle



| Waterfall

| Agile

| TDD

| [Agile Methodology:](#)
[The Complete Guide](#)
[to Understanding](#)
[Agile Testing](#)

Agile Testing



| Continuous Integration (at least daily)

- Static Code Analysis
- Compile
- Unit Test
- Deploy into Test Environment
- Integration / Regression Test

Test Driven Development (Red, Green, Refactor Cycle)



| Red Phase:

- Write a minimal test on the behavior needed

| Refactor Phase:

- Improve code while keeping tests green

| Green Phase:

- Write only enough code to make the failing test pass

Software Development Process vs Test Development Process

