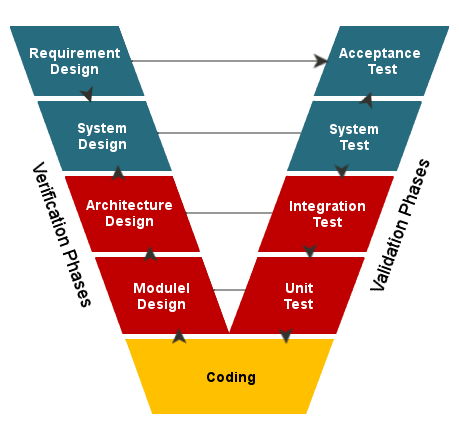
**Integrated development environment** (**IDE**) is a [software application](https://en.wikipedia.org/wiki/Application_software) that provides comprehensive facilities to [computer programmers](https://en.wikipedia.org/wiki/Computer_programmer) for [software development](https://en.wikipedia.org/wiki/Software_development). An IDE normally consists of at least a [source code editor](https://en.wikipedia.org/wiki/Source_code_editor), [build automation](https://en.wikipedia.org/wiki/Build_automation) tools and a [debugger](https://en.wikipedia.org/wiki/Debugger). Some IDEs, such as [NetBeans](https://en.wikipedia.org/wiki/NetBeans) and [Eclipse](https://en.wikipedia.org/wiki/Eclipse_(software)), contain the necessary [compiler](https://en.wikipedia.org/wiki/Compiler), [interpreter](https://en.wikipedia.org/wiki/Interpreter_(computing)), or both; others, such as [Sharp Develop](https://en.wikipedia.org/wiki/SharpDevelop) and [Lazarus](https://en.wikipedia.org/wiki/Lazarus_(IDE)), do not.

The boundary between an IDE and other parts of the broader software development environment is not well-defined; sometimes a [version control system](https://en.wikipedia.org/wiki/Version_control_system) or various tools to simplify the construction of a [graphical user interface](https://en.wikipedia.org/wiki/Graphical_user_interface) (GUI) are integrated. Many modern IDEs also have a [class browser](https://en.wikipedia.org/wiki/Class_browser), an [object browser](https://en.wikipedia.org/wiki/Object_browser), and a [class hierarchy diagram](https://en.wikipedia.org/wiki/Class_diagram) for use in [object-oriented software development](https://en.wikipedia.org/wiki/Object-oriented_programming).

**Testing**

* **Manual Testing :** Manual testing involves**manually performing actions on a mobile app or website, looking for bugs or other user experience issues**. For example, let’s say that you wanted to test whether a login feature in an iOS app was working. With manual testing, you would. Manual Testing is the process of manually [testing software](https://en.wikipedia.org/wiki/Software_testing) for defects. It requires a tester to play the role of an end user where by they use most of the application's features to ensure correct behavior. To guarantee completeness of testing, the tester often follows a written [test plan](https://en.wikipedia.org/wiki/Test_plan) that leads them through a set of important [test cases](https://en.wikipedia.org/wiki/Test_case).
* **Automatic Testing:** A website undergoes several modifications throughout the development cycle. After each unique release, the website needs to be tested across a number of hardware configurations and operating systems. Performing such comprehensive tests manually will be costly and time-consuming.   
  With automated website testing, it is possible to reuse test scripts for repetitive testing. Teams can also run parallel tests across different browsers, platforms, and devices
* **V MODEL TESTING**

V model in software testing is highly specific model and movement to next only occur after completion of the first cycle. In the V model, the testing phase and development phase are designed in such a way that they are planned parallel to each other. The**V-model**is also called as Verification and Validation**model.** The**testing** activity is perform in the each phase of Software**Testing**Life Cycle phase

****