Application	Pong	Pass/Fail	Explanation
Graphic Unit Interface			
Meets the Client Needs		Pass	there should be a list of things that the client wants and the programmer has that list.
Syntax meets needs		Pass	does the syntax or the rules in place to keep order and language look professional and make sense.
Clear Parameters		Pass	it is understood what is being searched for what information is needed for the program to function as intended
Separation of Objects		Pass	ensure that there is a clear and precise separation of everything within the program.
Meets the Program Needs		Pass	The program meets the client's needs.
Load Testing			
User Experience		Pass	there needs to be a baseline of what is needed for the user and if it meets it or not.
Quality of Service		Pass	Testing and rating the easy, speed and simplicity for an individual to use the program.
Client-Side		Pass	this is basically using the program as if you were the user and finding and fixes errors and issues.
Usability Testing			
Hallway Test		Pass	use random people who have no idea about it use it to ensure its usability.
Remote Usability		Pass	ensure the program can be used outside the testing environment.
Expert Review		Pass	find an professional in the field in which you are creating the program for and receive their feedback.
Security Testing			
Vulnerability Scan		Pass	look for anything that would cause information to be found by anyone not authorized.
Penetration Scan		Pass	ensure no one can access the program without proper authorization
Security Scan		Pass	test for anyway or form someone can do something to the program from the client-side of the program.
Reliability Testing			

Modeling	Pass	you create a set of things that it needs to cover so you create an example from the blueprint. It would be more or less a prototype of the needs to be created.
Measurement	Pass	it needs to be determined where the functionally will be the best and the worst and where it can and cannot function.
Improvement	Pass	it will be determined if it can be improved or not and if there's time to do it.
Compatibility Testing		
Backward Testing	Pass	This would only come into play when you need to ensure your program will work with an older version of itself.
Forward Testing	Pass	This is done when you want to see if your software is still up to date enough to work with newer versions of the program.
Exception Testing		
Run Time Exception	Pass	the time it takes before a program will breakdown.
Compile Time Exception	Pass	how long you will wait for the program to function properly before it quits.
Ad-hoc Testing		
Buddy Testing	Pass	you and someone else testing it concurrently and search for issues at the same time, in the same place, side by side.
Pair Testing	Pass	this is testing where you test it with someone else but you do not test it together but at the same time.
Monkey Testing	Pass	This is just a continuous process of testing randomly.