**Reliability Testing**

Modeling-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-it needs to be determined where the functionally will be the best and the worst and where it can and cannot function.

Improvement-it will be determined if it can be improved or not and if there’s time to do it.

**Load Testing**

User Experience-there needs to be a baseline of what is needed for the user and if it meets it or not.

Quality of Service-Testing and rating the easy, speed and simplicity for an individual to use the program.

Client-Side-this is basically using the program as if you were the user and finding and fixes errors and issues.

**Graphic Unit Interface**

Meets the Client Needs- there should be a list of things that the client wants and the programmer has that list.

Syntax meets needs-does the syntax or the rules in place to keep order and language look professional and make sense.

Clear Parameters-it is understood what is being searched for what information is needed for the program to function as intended

Separation of Objects-ensure that there is a clear and precise separation of everything within the program.

Meets the Program Needs-The program meets the client’s needs.

**Usability Testing**

Hallway Test-use random people who have no idea about it use it to ensure its usability.

Remote Usability-ensure the program can be used outside the testing environment.

Expert Review-find an professional in the field in which you are creating the program for and receive their feedback.

**Security Testing**

Vulnerability Scan-look for anything that would cause information to be found by anyone not authorized.

Penetration Scan-ensure no one can access the program without proper authorization

Security Scan-test for anyway or form someone can do something to the program from the client-side of the program.

**Compatibility Testing**

Backward Testing-This would only come into play when you need to ensure your program will work with an older version of itself.

Forward Testing-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-the time it takes before a program will breakdown.

Compile Time Exception-how long you will wait for the program to function properly before it quits.

**Ad-hoc Testing**

Buddy Testing-you and someone else testing it concurrently and search for issues at the same time, in the same place, side by side.

Pair Testing-this is testing where you test it with someone else but you do not test it together but at the same time.

Monkey Testing-This is just a continuous process of testing randomly.