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In the software development life cycle (SDLC), the test phase plays a crucial role in the success of the product. As the name suggests, the phase is designed to rigorously test the product using various forms of testing to ensure that any bugs can be found and mitigated. Some of the test types include:

* Unit Testing: This is when a developer will manually test certain modules or components to ensure proper functionality.
* Integration Testing: A step up from unit, this test takes multiple modules and tests the connectivity between each module.
* System Testing: This sounds exactly like the function it performs. System testing is where the entire system is tested in the typical test scenarios.
* Acceptance Testing: End users test the product to confirm the requirements have been met.

Testing is vital because it creates a stronger product due to the opportunity to find bugs at a much earlier stage. Rather than releasing a product and having to fix it when bugs get reported by frustrated end users, frequent and planned testing helps mitigate the stress of doubling back on the product past launch. This is beneficial to the financial stability of the team, as well as a cost-effective option for the clients as well. Revisiting the frustrated end user, producing a more optimized product will also receive better feedback and promotion.

Testing could be moved from its original position in the SDLC depending on how the development team is structured. Agile development calls for frequent testing through small changes, while the waterfall model is linear from start to finish and testing is towards the end when the product is nearing completion.