**Error Guessing:**

This is a technique used for drafting test cases by guessing the errors. It is more like Negative testing for a particular testcase

**Equivalence Partitioning or Equivalence Class Partitioning:**

Text field which can accept nos from 1 to 500

-100 to 0 → -70 (fail)

1 to 100 → 43

101 to 200 → 167 (pass- partition passes)

201 to 300 → 250 (pass -> i can say that this partition passes)

301 to 400 → 399

401 to 500 → 477

501 to 600 → 523 (fail)

**Boundary Value Analysis:**

If text field can accept only values between 1 to 10

A -> 1

B-> 10

A → A-1 (0), A(1), A+1 (2)

B→ B-1 (9), B (10) , B+1 (11)

**Decision Table Technique:**

Decision table technique is a combination of rules and conditions.

No. of test cases = No. of rules = 2 power (no. of conditions)

1. If a new customer is signing up → then he would a discount of 15%
2. If he is repeating customer → then he would get a discount of 10%
3. If the customer has a coupon code, then he would get a discount 20%

No. of test cases = No. of rules = 2 power (no. of conditions)

No .of test cases = 2 ^3 = 8 test cases = No .of rules

| Conditions | (Rule 1) | (Rule 2) | (Rule 3) | (Rule 4) | (Rule 5) | (Rule 6) | (Rule 7) | (Rule 8) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| New user (15%) | T | T | T | T | F | F | F | F |
| Existing User (10%) | T | T | F | F | T | T | F | F |
| Coupon code (20%) | T | F | T | F | T | F | T | F |
| Result (TC) | negative | negative | 35% | 15% | 30% | 10% | negative | Negative |

**State Transition Technique:**

We will use this technique to derive the test cases by the different transition states the feature would go through

**Requirement:**

If the user enters wrong password 3 times, then the account should be blocked



****