**Helpful Definitions**

Here is a list of the most common terminology and acronyms which are used on uTest.com and within uTest projects.

| **Terms(условия)** | **Description** |
| --- | --- |
| **Testing Team:** | |
| Client or Customer | A company that has engaged Applause and the uTest Community to test their product. |
| TTL | The Test Team Lead (TTL) is the primary point of contact for testers. The TTL helps testers within test cycles and reviews all submitted bug reports and test cases, etc. |
| TE | The Test Engineer (TE) builds the test cycle, assembles the testing team and is responsible for the overall execution of the test cycle. Also, the TE is responsible for marshalling(сортировка) the test team through completion of the test cycle achieving the goals of the request. |
| TSM | Test Architect (TA) title has been replaced by Testing Services Manager (TSM). The TSM works directly with the client. They manage a team of TTLs and TEs to identify and provide appropriate solutions for the client’s testing, feedback or research needs. |
| TCW | Test Case Writer responsible for writing test cases and ensuring each test case has detailed, clear and easy to follow steps and expected results as well as verifying that the documentation and test cases provided by the customer are valid and can be used and making any necessary adjustments |
| **Test Cycle Terms:** | |
| Project Or Test Cycle | One specific test of a company's product. Each individual test cycle includes numerous testers and can vary greatly from other test cycles depending on the cycle setting, type, etc. In the test cycle, testers must carefully follow the instructions in the test cycle's overview to find bugs on the in-scope product, execute test cases, submit reviews, or conduct usability (исследования удобства использования studies, if available **(Это жизненный цикл тестирования для конкретного этапа или версии продукта. Он помогает организовать процесс тестирования, чтобы убедиться, что продукт соответствует требованиям и готов к релизу).** |
| Test Case | A Test Case is a set of predefined steps that must be followed and executed by a tester to test specific features and functionalities of a product, such as exercising a particular program path or verifying compliance(проверка соответстивя) with a specific requirement. **(Это то, что нужно проверить, описанное в виде четких шагов и ожидаемых результатов. Это основа для систематического и качественного тестирования).** |
| Slot | A slot is a reserved position within a test cycle for a tester with specific requirements such as location, device, OS, etc. A slot may or may not be linked to test cases, if a slot is not linked to a test case it is referred to as an Exploratory slot which means a tester can freely test the product and report bugs that are found and are within the in-scope areas. Каждый слот предназначен для проверки определенной части функциональности или для тестирования в разных условиях. |
| Issue/Bug report | Is a written summary of a specific error or defect (bug) in a product's features or functionality. A bug report should contain all the required information to understand, reproduce, and fix the bug. |
| **Testing Types:** | |
| Fn - Functional | Testing the features/functionality of a product with the intent of locating issues. |
| Ln - Localization | Verify(подтверждает) the quality of a product in terms of a particular target culture/locale. |
| Ux – Usability(удобство) | Measures how easy to use and user-friendly a product is by testing it with real users. |
| Security Testing | A process intended to reveal flaws in the security mechanisms of a product. |
| Automation Testing | Using an automation testing tool to execute repetitive testing steps, which may be difficult to perform manually. |
| PT / PI Payment Testing / Payment Instruments | At its core, Payment Testing is any test that requires the use of a payment instrument to complete. |
| AC - Accessibility | Ensures that a product is usable by people with disabilities like hearing, color blindness, old age, and other disadvantaged groups. |
| API Testing: Validates Application Programming Interfaces (APIs). | The purpose of API Testing is to check the functionality, reliability, performance, and security of the programming interfaces. |
| Voice testing | Testing voice-enabled products with native speakers. It combines functional testing, dialogue verification, usability testing, and payment testing to help companies deliver voice experiences that foster ongoing customer engagement and satisfaction. |
| Bug Hunt Testing | This is a robust exploratory test. The goal of this kind of testing is to only find out a specific bug or a specific bug on a specific device or specific type of bug that occurs within the testing scope. Testers invited to this cycle should carefully read and understand the overview and the requirements and they must avoid reporting issues that are not in scope. |
| On-site testing | Visiting a physical location to evaluate the quality of the service and collect feedback. |
| Live Testing | Testing at a specific time, testers must perform testing at that time, they cannot be late or test earlier. |
| ET - Exploratory Testing | Exploratory Testing is a simultaneous activity of learning, test design, and test execution. In other words, the tester is designing their tests and executing them at the same time. As an exploratory tester, your next action (the next test) is influenced by your previous actions, your observations of the product’s behavior, and your own thought process. The key aspect of Exploratory Testing is not the test technique being used or the product being tested, but the skills and experience of individual testers. |
| **uTest Terms:** | |
| SRS - Special Requirement Survey | Is a tool that is widely used by Testing Services and Community Management to recruit testers for test cycles where data points are needed that the platform doesn’t capture yet. |
| KI - Known Issue | Known Issues are the issues that are already been found in previous Test Cycles or the issues that the customer already knows about. Known issues are helpful to prevent duplicate submissions, and in order to avoid rejections, testers should always check them before starting testing. The known issues can be added in the Cycle in sort of a spreadsheet or you can recognize them by seeing a blue “bookmark” tag next to the issue to indicate that this is a Known Issue in the title column of the issues page. |
| BFV - Bug Fix Verification(проверка) | Is a process of verifying if a reported bug has been fixed when a fix or a new build for the product is released. Applause allows customers to run a re-test once a new build with fixes for those bugs is available, effectively verifying that the bug has been fixed. |
| NDA - Non Disclosure Agreement | Which is a binding contract between Tester and Applause App Quality, and by signing the NDA the tester agrees not to disclose any information covered by the agreement. Typically used to protect any type of confidential and proprietary information. |
| IR - Info Request | More information is requested on a bug report or test case, or a tester is required to fix the bug report or test case. |
| Environment | Refers to device, OS, OS version, browser, or any specific setup that is used for testing. |
| Triage/Triaging (сортировка) | A process of reviewing a bug report or test case and then sending an info request or recommending the bug report or the test case for approval or rejection. **Это процесс анализа, оценки и принятия решений по багам. Он помогает команде сосредоточиться на самых важных проблемах и эффективно распределять ресурсы.** |
| Placeholder | A placeholder is a submitted bug report without complete information or required attachments for the purpose of reserving the position of the report and later edit and completing the report or changing it to a different bug. **(Это текстовые подсказки в полях ввода, которые показывают пользователю,** **какую информацию нужно ввести)**. |
| Reproduction | Is the process of recreating a bug by following the action performed steps in a bug report. **(Это процесс повторения шагов, которые привели к обнаружению бага или ошибки, чтобы убедиться, что проблема действительно существует).** |
| Turnaround Time | This is the time limit when testing work should be submitted. For example, a slot or test case with a turnaround time of 6 hours should be submitted within 6 hours after claiming the slot or test case. **(Это время, которое должно или фактически занимает выполнение задачи, например, проверка тест-кейса или исправление бага).** |
| **Bug Rejection Types:** | |
| WAD - Working As Designed | Work as designed is a rejection where the reported issue is working as designed, meaning that the behavior is exactly how the product is designed to work. |
| DUP - Duplicate issue | A duplicate rejection is a rejection where the bug reported is already reported by another tester or is a Known Issue that is added to the cycle. |
| OOS - Out Of Scope | An Out of Scope rejection is a rejection where the reported bug is not in the scope of the testing product, for example only certain areas of the website are being tested in the cycle and any other areas should not be tested, reporting a bug that is found in one of these areas that are not in the scope of the cycle will be categorized as Out of Scope, the same case applies if the issue was found in a product that was not being tested like an external website **(Это что-то, что не входит в текущие цели или scope (область) тестирования).** |
| DNFI - Did Not Follow Instructions | Can be used when the tester ignored clear instructions which affected the outcome or made the report unusable. |
| INF - Need more info | A tester did not provide the requested information to the bug report when an info request was sent. |
| Other | All rejection reasons should be covered by using the above ones. In case the customer has a different reason for rejection, they might use Other. |
| **Bug Approval Types:** | |
| Somewhat Valuable (Довольно цунно) | The bug has some impact on the product and has some value for the customer. |
| Very Valuable | The bug has a significant impact on the product and very valuable to the customer. |
| Exceptionally Valuable (Исключительно ценный) | The bug has a critical impact on the product and must be fixed. These bugs bring exceptional value to the customer. |
| WNF - Won't Fix | The bug is valid and approved but the customer is not interested in it or not planning to fix it. |
| **Ratings:** | |
| G | Gold |
| S | Silver |
| B | Bronze |
| P | Proven(доказано) |
| R | Rated |
| U | Unrated |
| **Testing:** | |
| SDLC | Software Development Lifecycle is a process followed for a software project, within a software organization. It consists of a detailed plan describing how to develop, maintain, replace and alter or enhance specific software. The life cycle defines a methodology for improving the quality of software and the overall development process **(Это** **жизненный цикл разработки программного обеспечения**, **который охватывает все этапы создания продукта: от идеи до выпуска и поддержки. Это структурированный процесс, который помогает командам эффективно разрабатывать, тестировать и выпускать качественный продукт).** |
| STLC | Software Testing Life Cycle |
| QA | Quality Assurance (Гарантия качества) |
| SUT | System Under Test |
| SPA | Single Page Application |
| BAT | Business Analysis Testing |
| API | Application Programming Interface |
| TF | TestFlight |
| BTS | Bug Tracking System |
| UAT | User Acceptance Testing (aka Beta Testing or End User Testing) |
| RAD (model) | Rapid Application Development |
| ISTQB | International Software Testing Qualifications Board |
| SDET | Software Development Engineer in Test |
| BBST | Black Box Software Testing |
| UX bug | Usability Bug (баг удобства). **Это опыт пользователя, то, как пользователь взаимодействует с продуктом.** |
| UI bug | User Interface Bug (баг интерфейса). **Это визуальная часть интерфейса, то, как продукт выглядит.** |
| AUT | Application Under Test |
| SIT | System Integration Testing |
| CMS | Content Management System |
| **Networks and Protocols** | |
| FTP | File Transfer Protocol **(Это протокол передачи файлов между компьютерами по сети. Простыми словами, это способ загружать и скачивать файлы с сервера или на сервер).** |
| HTML | Hyper Text Markup Language **(Это язык разметки, который создает структуру и контент веб-страниц, но не отвечает за визуальный дизайн или функциональность).** |
| HTTPS | Secure Hypertext Transfer Protocol **(Это безопасная версия HTTP, протокола для передачи данных между браузером и веб-сайтом. Он обеспечивает защиту данных с помощью шифрования).** |
| VPN | Virtual private network **(Это инструмент для безопасного интернета с возможностью смены IP-адреса и доступа к ограниченным ресурсам).** |
| E2E | End to End **(Это сквозное тестирование, которое проверяет работу системы от начала до конца, имитируя действия пользователя. Это ключевой этап для обеспечения качества продукта).** |
| IP | Internet Protocol **(P — это протокол, а IP-адрес — это уникальный номер устройства в сети, который позволяет ему взаимодействовать с другими устройствами).** |
| **IT, Developer and Programming** | |
| OS | Operating System **(Это операционная система, которая управляет устройством и позволяет запускать программы. В тестировании важно учитывать, как приложение работает на разных ОС).** |
| URL | Uniform Resource Locator **(Это адрес ресурса в интернете, который помогает браузеру найти и открыть нужную страницу или файл).** |
| WWW | World Wide Web |
| IE | Internet Explorer |
| XML | Extensible Markup Language |
| AWS | Amazon Web Services |
| VM | Virtual Machine |
| SEO | Search Engine Optimization |
| SDK | Software Development Kit |
| I/O | Input & Output |
| IDE | Integrated Development Environment |
| **Miscellaneous:** | |
| SMB | Small Medium Business |
| GUI | Graphical User Interface |
| ROI | Return on Investment |
| AI | Artificial Intelligence |
| POS | Point Of Sale |
| CTA | Call To Action |
| PLP | Product listing page |
| PDP | Product detail page |
| STB | Set-top box |
| PIP | Picture In Picture |
| CC | Closed Captions |
| VOD | Video On Demand |
| CTV | Connected TV |
| OTP | One Time Password |
| MFA | Multi-Factor Authentication |
| 2FA | Two-Factor Authentication |
| SSO | Single Sign ON |
| CVV / CVC / CSC / CVN | Card Verification Value / Card Verification Code / Card Security Code / Card Verification Number |
| PM | Private Message |
| FAQ | Frequently Asked Question |
| DMCA | Digital Millennium Copyright Act |