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06/07/23

**Research 2b: Browser Testing Tools**

**1. What is browser testing?**

Cross browser testing plays an important role because it makes sure websites/web applications are compatible with various browsers.

**2. Why should I do it?**

Consistency: Different browsers read code differently, which can cause it to look different for different users.

Audience Reach: Maximize accessibility and usability so more people can use your product.

Bug identification and Resolution: Helps identify and address browser specific bugs. Organizing this early on can make things easier for the future, making it more reliable and better quality.

**3. Who should do it?**

- Web Developers within the development phase

-Quality Assurance Engineers, that’s basically their job to check for issues and compatibility is one of them.

-Designers: Compatibility should be planned out in the beginning to make things easier to refer back to.

**4. How is it done?**

- Identify Target Browsers: Figure out who your audience is and what browsers/os are most popular.

- Develop a Testing Strategy: Develop some sort of plan to run tests in the most effective way that helps you figure out the best way to suit everyone right.

- Conduct Manual Testing: Test it manually by trying it out on different browsers while look for different issues within the page.

-Consider automation tools that let you see your web on different browsers at the same time.

5. Report and Resolve Bugs: When issues are found, create detailed bug reports that clearly describe the problem, steps to reproduce it, and include pictures if necessary. Developers can then address these issues and verify the effectiveness of the fixes.

**5. What tools are there for me to use?**

Platforms that let you test across multiple browsers and operating systems in real time with extensive browser coverage.

Some include Browser Stack and Sauce Labs