

Testing Phases

Key Words:

Pareto Principle is based on the theory that 80% of errors come from 20% of the system, meaning most errors can be identified by testing carefully selected groups of samples.

Bases path testing develops a set of test data that ensure each instruction in the software is executed at least once.

Glass-box testing (commonly called white-box testing) – includes having developers test internal structures of software.

Black-box testing does not rely on the tester's knowledge of the systems structure but is focused on the user experience (UX).

Notes:

Black-box testing		
Alpha	Beta (Pilot Testing)	User Acceptance
1 st Stage	2 nd Stage	Final Stage
Developers and/or an internal UX team test a preliminary version of the software. Providing feedback about performance and functionality.	The next version of the system is given to a segment of end users for similar testing from their perspective before the final version is released.	The users test the system in an operational setting to make sure the system continues to align with business objectives and meet the goals of the stakeholders.
Example: provides feedback on bugs, usability issues or performance issues. The feedback helps the development team refine and improve it BEFORE it progresses to the next stage.	Example: Given to a limited amount of users. They are given access to use it in real-world scenarios. They report any issues they encounter and provide feedback of the overall experience.	Example: Users then test the entire system to make sure it aligns with business objectives and goals.