**Principles of Software Testing**

1. We should not do Exhaustive Testing
2. We should do early Testing
3. Testing should be done to identify the bugs in the software
4. We should focus on “Pesticide paradox”
5. We should focus on “Defect clustering”
6. Testing is context dependant(depending on the type of application and customer requirements, testing should be done)
7. Absence of errors in the software does not mean that software is free from defects.

**Pesticide Paradox:** If the same test cases are run for more number of executions, then the test case will not have capability to catch new bugs, hence we need to re-update our test cases. This concept is called the Pesticide Paradox.

**Defect clustering**: Non-uniform distribution of defects across the features or one feature having more number of bugs, another feature having very less number of defects can be termed as Defect clustering.