**Seven Principle Of Software Testing**

Testing is the important phase of software development life cycle. An QA test the product and ensures that product is bug free as well as find out the source of bug also.

There are seven important principles for software testing which are following below-

1. **Show Presence of Defects**

Testing finds defects in product or software. QA can’t find 100% defects after testing but by using test cases, QA can get maximum defects.

1. **Exhaustive Testing (Near to 100%) Not Possible**

By using test cases, QA can find max bugs but rest of them will be still present there. So QA need to manage risk also.

1. **Early Testing**

QA should start testing as soon as possible because it saves lots of time of testing on project and risk will also decrease. If requirements and design modules are present in initial phase then testing can be start.

1. **Defect Clustering**

Most of the defects present in small modules of project so QA divides project’s modules in clusters and by this way, QA will know which cluster have most defect and which have less defect and work on them easily.

1. **Pesticide Paradox**

QA should always write new test cases for every new module of software or project because there are various sections in every module and they can be different for different modules. These repeated test cases will not find bugs so they are named as Pesticide Paradox.

1. **Testing is Context Depending**

QA can not use same testing technique, tools for testing of every software or product because each and every product is different so techniques and tools will also different.

1. **Absence of Errors Fallacy**

There is two things important thing in software testing-

* If a product does not have any defect, it does mean product is ready for deliver to client. It should be ensure that by using test cases.
* If bugs or defect are fixed but product doesn’t meet client requirements so it will not be approved.