**QA Testing Basic Knowledge**

QA Basic Knowledge 3 (May 21)

* Agile
* Test Case: Login Window

QA Basic Knowledge 4 (May 21)

* Essential Software Testing
* Definition
  + IEEE829
    - “The process of analyzing a software item to detect the difference between existing and required condition (that is, bugs) and to evaluate the features of the software items”
    - Art -> Engineering
    - Waterfall Project Management -> Agile
  + ISTQB Glossary
    - “The process consisting of all life cycle activities, both static and dynamic, concerned with planning, preparation and evaluation of software products and related work products to determine that they satisfy specified requirements, to demonstrate that they are fit for purpose and to detect defects”
  + By James
    - Match Requirement
    - Find more bugs
* Technically SQA and SQA Test are not the same, but we usually will not distinguish them much

QA Basic Knowledge 5 (May 21)

* Failures, Defects (bugs), and Mistakes
  + Mistake, made by a human being
  + Causes a defect to be placed in a product, the defect causes no harm as long as it is not encountered by anybody
  + End user use of the product “hit” the defect, it will give rise to failure

QA Basic Knowledge 6-7 (May 21)

* Testing psychology
  + Developers are viewed as “constructive”, testers as “destructive”, and the users just want to do their jobs
* Black box testing
  + Refers to testing a software item without knowing anything about its inner working, and the testing is based on the requirement specification of what the software should do, includes specified inputs, expected outputs, and steps
  + Requirements based testing
  + Do not know how code works
* White box testing
  + Internal structure-based testing, and requires knowledge of the programming language being used
* Gray box testing
  + Combination of white box testing and black box testing
  + Knows the internal structure using black box method

QA Basic Knowledge 8 (May 21)

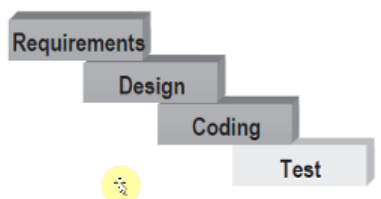
* Static Testing
  + Form of software testing where the software is not actually used
  + Check the design, documents, and read the code
* Dynamic Testing
  + Run the testing software
  + Giving input values
  + Check the output
  + Testing based on specific test cases by execution of the test object or running programs
* Functional Testing
* Non-functional Testing
* Regression testing
  + Re-run existing tests against the new release, to determine whether the changes break anything that worked prior to the change

Homework

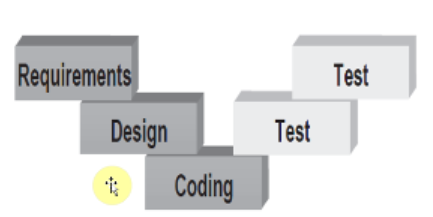
1. What is software testing?
   1. The process of analyzing a software item to find the difference between existing and requirement, and to evaluate the features of software items
2. Difference among failures, defects, and mistakes
   1. Mistakes are caused by human beings, and then a defect is to be placed in a product. The defect is harmless as long as it is not discovered by anyone. The end user might encounter the defect and cause the project to fail.
3. When do you start your software testing?
   1. Requirements and analysis, because if we find the bug earlier, then we can fix the bug earlier, it costs less.

**SDLC and Testing Process I**

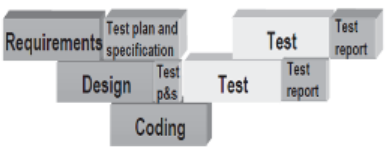
* SDLC stands for system development life cycle. The software project includes: software development, software testing, and project management. Specifically, project management is the most important and software development is the most well-structured. Disregard of quality testing and relatively few tools in testing were the 2 reasons that software testing was not popular, but this situation was getting better. Testing Process is part of SDLC.
* Basic lift-cycle models have three categories: requirement driven (waterfall) development model, iterative development model, and agile development model. Iterative development model was replaced by agile development. RDCT in development models: requirements engineering, design, coding, testing.
* The features of requirement driven model include: the customer knows what he or she wants, the requirements are frozen (changes are exceptions), and phase reviews are used as control and feedback points. The characteristics of a successful sequential development project are: stable requirements, stable environments, and focus on the big picture. According to statistic data, there is 30% change to have a successful project, due to overtime and high cost.
* **Waterfall model**
  + Waterfall model only has one RDCT (Requirement -> Design -> Coding -> Testing). The advantage is that process has been split into difference parts. The disadvantage is that mistakes from early state would affect significantly in the future because of later testing.



* **V-model**
  + V-model is a slightly improved version from waterfall model, there are related testing actives right after requirements and design, respectively. The main features: introducing more test levels, testing not only being performed at the end of the development life cycle, left side of the V is the processes to build the software product, and right side of the V is test levels to ensure that we have specified.



* **W-model**
  + W-model is a slightly improved version from V-model. Design and Test plan and specification are ongoing simultaneously after requirement. Test p&s and Coding are after Design. Tests are the last state with reports. Test plan and specification is the added feature from V-model. The main features: starts testing from the requirement, more time to plan and specify the test, extra test-related review of documents and code, more time to set up the test environments, and better chance of being ready for test execution as soon as something is ready to test.



**Test Levels**

* Acceptance testing: based on and testing of the user requirements. User is majorly involved. BA (business analyst), and technical people are involved to support users' testing.
* System testing: based on and testing of the software system requirements. Testing is based on the entire system, no individual testing for units internally. Blackbox testing.
* Component integration testing: based on and testing the implementation of the architectural design and user interface. Additional tests are required if any units are interacted with others.
* Unit testing (Component testing): based on and testing the implementation of the detailed design. For example, different developers will develop and test different units internally and individually.

**The Basic Testing Process (7-step)**

1. Requirement analysis
   1. Customer Requirement Document
   2. Software Requirement Specification (High level design document including DB design, UI design, etc.)
   3. Engineering Requirement Specification (Low level design document like coding class and function design)
2. Test plan and Strategy
   1. Test plan of table of content, including overview, features, strategies, methodologies, resources, team member, start and end, delivery, and schedule
3. Test Case design
   1. Many of many test cases based on SRS
4. Build Test Environment/lab (virtual machine)
   1. Check technique/lab to see if the computers are set up with right software app, like Java is ready to run
5. Execute Test cases
   1. Run the designed test cases.
6. Bug reporting/track/re-test
   1. According to the output, if the output is the same to the expectation, then pass. If bug is found, then report the bug, and keep tracking of it. Rerun the test case if the bugs are tested.
7. Final report

**Software R&D Team**

Department Header

QA Manager

Dev Manager

Tester

Developers