#Unit Testing:

**Unit testing** is a software development process in which the smallest testable parts of an application, called units, are individually and independently scrutinized for proper operation. **Unit testing** is often automated but it can also be done manually.

#Component Testing:

A **component test** is a **test** that limits the scope of the exercised software to a portion of the system under **test**. It is in contrast to a BroadStackTest that's intended to exercise as much of the system as is reasonable.

#Integration Testing:

**Integration testing** (sometimes called **integration** and **testing**, abbreviated I&T) is the phase in software **testing** in which individual software modules are combined and **tested** as a group. It occurs after unit **testing** and before validation **testing**.

#User/Usability Testing:

**Usability testing** is a technique used in **user**-centered interaction design to evaluate a product by **testing** it on users. This can be seen as an irreplaceable **usability** practice, since it gives direct input on how real users use the system.