TESTING

**CODING METHODOLOGIES**

An object is the basic design unit. The goal of the system is to partition the system rather than functions. Primary goal of coding phase is to translate the given design into source code in a given programming language so that the code is simple, easer to test and easy to understand and modify. The coding methodologies used are the following.

1.GUI supporting

2.top down implementation

**Testing criteria & methods**

Its aim is to identify all defectsexisting in the system.Testing is the program consisting of subjecting the program to a set of test inputs and observing if the program behaves as expected. Different types of testing are:

1.Unit testing

2.Integration testing

3.Validation testing

4.Output testing

**Unit testing**

Here we test each module individually and integrate the overall system. Unit testing focuses verification efforts even in the smallest unit of testing.

**Integration testing**

It is the systematic testing to uncover the errors within the interface. This testing is done with sample data and developed system has run successfully with this sample data. This need for integrated system is find the overall system performance.

**Validation testing**

It can be defined in many ways, a sample definition is that validation succeeds when the software functions in a manner that can be reasonably expected by the customer

**Output testing**

After performing validation testing the next test is output testing of the proposed system, since the system cannot be useful if it doesn’t produce the required output. Here the output format is considered in two ways. One is screen format, another one is printed format. The system has been validate and verified using test data.