Software Testing

L01. Introduction Christian Millán

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— "Testing is the process of executing the program with the intent of finding faults"

(Chopra, 2018)

About 70% of development time is spent on testing

The testing process

Static testing

Dynamic testing

Analisys and designing

Maintenance

Levels of testing:

- Debug
- Demonstrate
- Verify
- Validate
- Prevent

"Testing is the process of exercising or evaluating a system or system component by manual or automated means to verify that it satisfies specified requirements." (IEEE,)

"Software testing is the process of executing a program or system with the intent of finding errors." (Myers,)

"It involves any activity aimed at evaluating an attribute or capability of a program or system and determining that it meets its required results." (Hetzel,)

Testing is NOT

- The process of demonstrating that errors are not present
- The process of showing that a program performs its intended functions correctly
- The process of establishing confidence that a program does what it is supposed to do.

"Testing is basically a task of locating errors."

- Positive testing
- Negative testing
- Positive view of negative testing: Mentality of the tester has to be destructive—opposite to that of the creator/ author, which should be constructive.

Software Testing = Software Verification + Software Validation

Software verification

It is **the process of evaluating** a system or component to determine whether the products of a given *development* phase **satisfy the conditions** imposed at *the start of that phase*

Software Testing = Software Verification + Software Validation

Software validation

It is defined as **the process of evaluating** a system or component *during or at the end of development process* to determine whether it **satisfies the specified requirements**. It involves executing the actual software. It is a computer based testing process.

Why should we test?

- The technical case
- The business case
- The professional case
- The economical case
- To improve quality
- V&V

Terminology

- Error (or mistake or bug)
- Fault (or defect)
- Failure (a failure occurs when a fault executes)
- Incident (when a failure occurs)
- Test (the act of exercising software with test cases)
- Test case (inputs/outputs)

Terminology

- Test suite (collection test scripts)
- Test script (step-by-step instructions that describe how a test case is to be executed)
- Test ware: testing documentation. For example, test specification, test scripts, test cases, test data, the environment specification.
- Test oracle
- Test log
- Test report

1.2. Principles of testing

- 1. Testing should be based on user requirements
- Testing time and resources are limited
- 3. Exhaustive testing is imposible
- 4. Use effective resources to test
- 5. Test planning should be early
- Testing should begin "in small" and progress toward testing "in large"

1.2. Principles of testing

- 7. Testing should be conducted by an independent third party
- 8. All tests should be traceable to customer requirements.
- 9. Assign best people for testing
- Test should be planned to show software defects and not their absence
- 11. Prepare test reports including test cases and test results to summarize the results of testing
- 12. Advance test planning is a must and should be updated in a timely manner.

1.3. Test vs another activities

