Name: Chun-Chi Huang
Course: Software Testing
Professor: Michael McKee
Date: 05/24/2018

Article 2: Types of System Testing

This page will give brief definitions for some of 105 types of system testing listed in this article.

1. Accessibility Testing: This testing is used for determining the usability of products for people with disabilities such as deafness, blindness, etc. Consequently, this test is usually performed by people who have disabilities.

2. Active Testing: Applying test data and analyzing the test results are included in active testing.

3. Ad-hoc Testing: There is no specific documents or guide lines to demonstrate how to perform this testing. Testers just attempt to randomly find the bugs of this product.

4. Alpha Testing: This test is usually executed by developers, and they will try to act as end users to test this product.

5. API Testing: This test is similar to the unit testing because API testing also focuses on the code level. However, the difference with API testing is that the target of it is the API interfaces of the product. This test is usually conducted by QA teams, not developers.

6. Automated Testing: This test involves automated testing tools. The tools, which can be scripts, third-party tools or other applications, control the whole process of testing including the environment setup, test execution, and results reporting. This test is usually performed on a daily basis and conducted inside the developer or test teams.

7. Backward Compatibility Testing: If the target is a follow-up project, this product should be compatible with former versions.

8. Beta Testing: This testing is the final testing before the release. Typically, beta testing is performed by people who are not members of the developer and test teams, such as customers.

9. Benchmark Testing: The purpose of benchmark testing is to evaluate the performance of this product in a given configuration. This testing includes a set of performance standards to help determine the quality of the product.

10. Compatibility Testing: This test focuses on how well a product performs in a particular hardware, software, operating system, and network environment.

11. Compliance Testing: The purpose of compliance testing is to determine whether a product complies with the universal standards or the specifications. For example, bluetooth and wifi are required to pass the compliance testing. The type of testing is conducted by external organizations which offer a "Certified OGC Compliant" approval when the product passes the compliance testing.

12. Install/uninstall Testing: Sometimes target products need to be installed, uninstalled, and upgraded, and someone needs to test these procedures. Typically, software testing engineers and configuration managers will perform this test.

13. Comparison Testing: This test compares the strengths and weaknesses of the product with the previous generations of this product, the competitors' products, or other similar products. Generally, this test can be conducted by developers, testers, or product managers.