
Object Oriented Analysis & Design

ITE301

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Presentation by Vatsal and Bashvesh

Testing

What is **testing**?

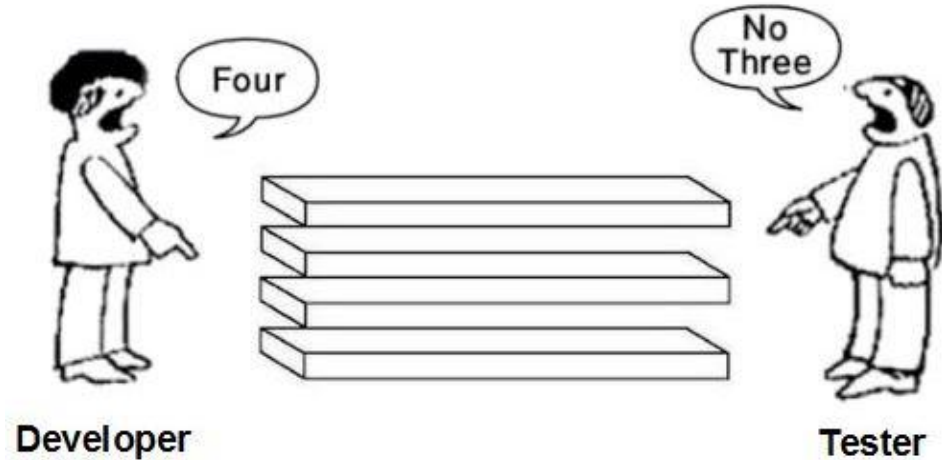
Testing is the process of evaluating a system or its components with the intent to find whether it satisfies requirements or not.

Testing is executing a system in order to identify any gaps, errors, or missing requirements in contrary to actual requirements.



Why testing is performed?

- To improve quality
- For Verification & Validation
- For reliability estimation

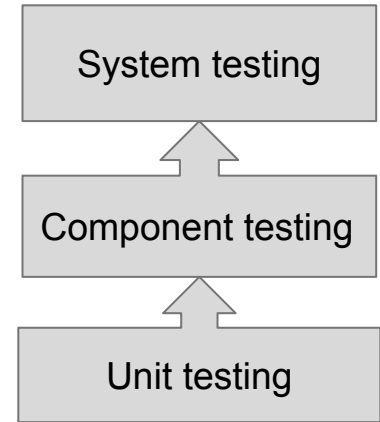


Testing must encompass at least three dimensions.

Unit testing involves testing individual classes and mechanisms.

Component testing involves integration testing of a complete component.

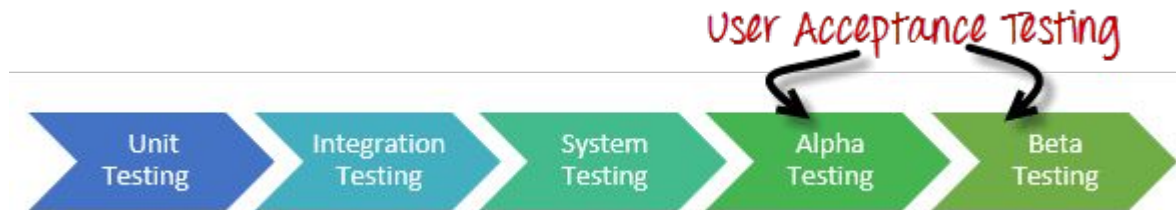
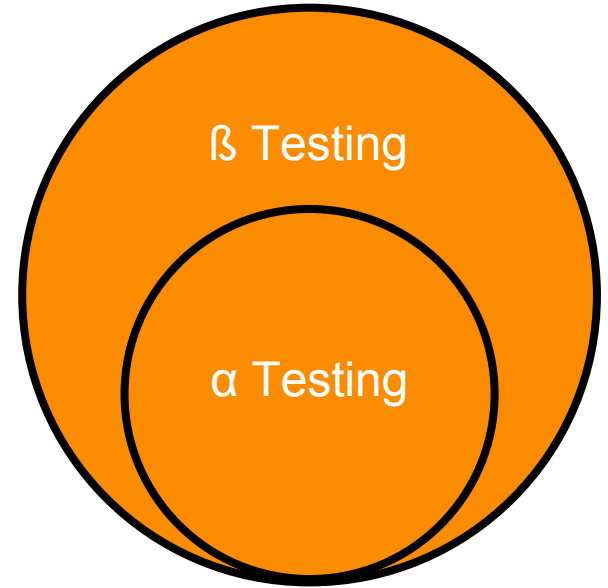
System testing involves integration testing the system as a whole.



Alpha & Beta testing

Alpha testing is carried out in lab environment usually by internal employees of the organisation.

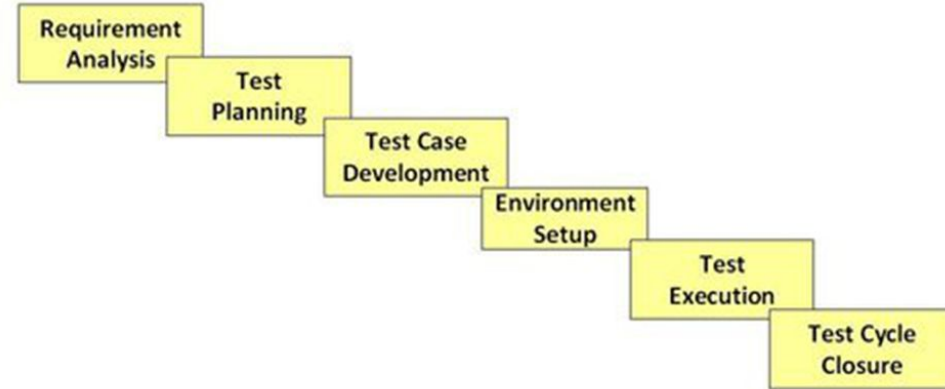
Beta testing performed by 'real user' in 'real environment'.



Testing Life Cycle

Testing is not a single activity. It consist of series of activities carried out methodologically to help certify your software product.

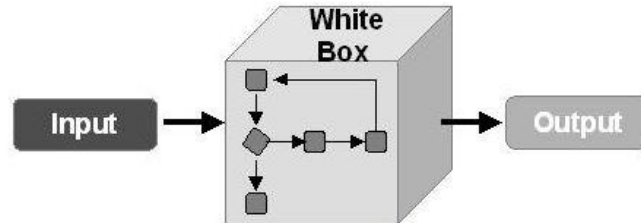
Different stages are:



Testing methodologies

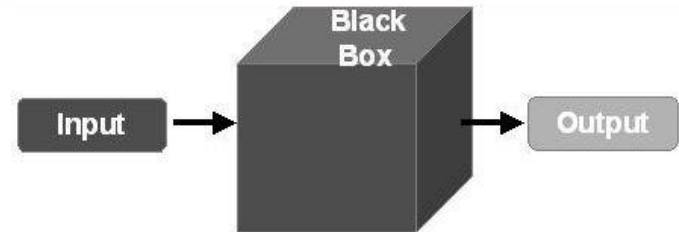
White-box testing

White Box Testing is a software testing method in which the internal structure/ design/ implementation of the item being tested is known to the tester.



Black-box testing

Black Box Testing is a software testing method in which the internal structure/ design/ implementation of the item being tested is NOT known to the tester.



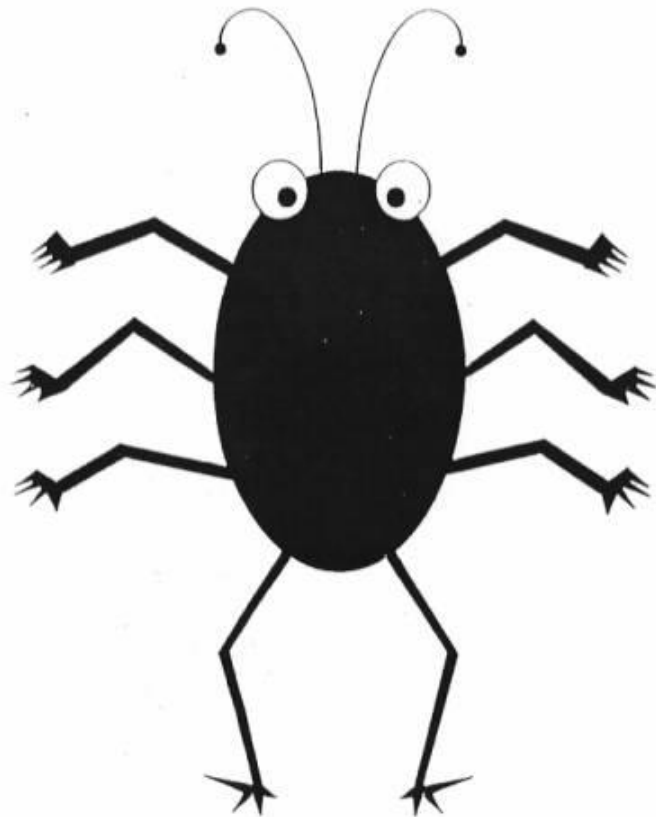
>50%

time of **Software Development Life Cycle** is spent on testing.

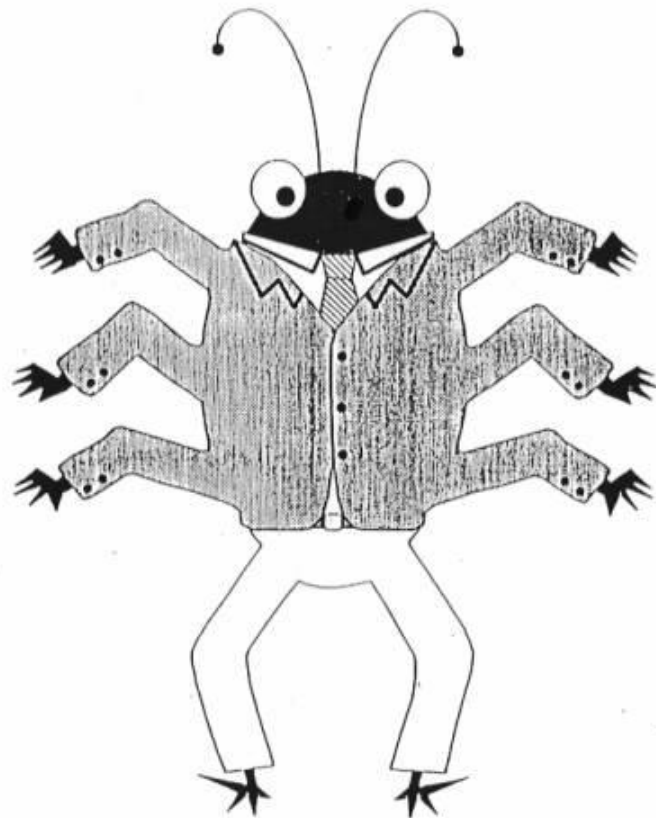
**“If you don’t like testing your product,
most likely your customer won’t like to
test it either.”**



- Anonymous



BUG



FEATURE

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