Introduction to Quality Assurance

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What is Quality Assurance?

- Verify that a software is up to a quality standard
 - "Correctness"
 - "Efficient"
 - "Usable"
- What other things are required to ensure quality?



Traditional Approaches to QA

- Manual Testing → Human effort to test software
- Requirement Tracing → Map feature requirements to actual software features
- What is the problem with these?



State Of Art Approach to QA

Automated Testing for "correctness" and requirement

tracing

- How do you guarantee "correctness"
- What are the pros/cons of automated testing?



Automated Testing Paradigm

Workflow:

Write Test Cases test for all features and edge cases

in the code

Claim: If I pass all test cases, I have achieved

"correctness" and fulfilled requirements



Example Code

```
• • •
#include <iostream>
#include <vector>
#include <cstdlib>
#include <ctime>
std::vector<int> foo(int index, int val) {
   std::vector<int> buffer(10, 42);
   int rareTrigger = std::rand() % 100000;
   if (rareTrigger == 99999) {
       buffer[15] = 100;
   } else {
       buffer[index] = val;
   return buffer;
int main() {
   std::srand(std::time(0)); // Seed for
randvector<int> answer = foo(8, 100);
   return 0;
```



Automated Testing Paradigm?

Workflow:

 Write Test Cases test for all features and edge cases in the code

Claim: If I pass all test cases with 100% coverage, I

have achieved "correctness" and fulfilled



Different Types of Testing

- Unit Testing → Test specific features in isolation
 - Ex: Testing each function in isolation
- Integration Testing → Test features together
 - Ex: Testing dependent functions together
- Scaling Testing → Test features with high load



Overheads to Automated QA

- Software tests software
 - Engineering team (expensive) to test software
- Who tests the tester?
 - What if there is a bug in the testing software?
- Can you guarantee "quality"?



Thank You!

Next Time: Unit Testing w/ Hands on Activity

