Module 3 (Context Based Testing)

1 What is load testing?

Testing technique that puts demand on a system or device and measures its response. It is usually conducted by the performance engineers.

2 What is stress Testing?

Testing technique which evaluates a system or component at or beyond the limits of its specified requirements. It is usually conducted by the performance engineer.

3 When to used Usablity Testing?

Testing technique which verifies the ease with which a user can learn to operate, prepare inputs for, and interpret outputs of a system or component. It is usually performed by end users..

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* This testing is recommended during the initial design phase of SDLC, which gives more visibility on the expectations of the users.
* This testing mainly focuses on the user’s-ease to use the application, flexibility in handling controls and ability of the system to meet its objectives.

4 What is the procedure for GUI Testing?

* GUI testing involves checking the screens with the controls like menus, buttons, icons, and all types of bars – tool bar, menu bar, dialog boxes and windows etc…
* Check all the GUI elements for size, position, width, length and acceptance of characters or numbers. For instance, you must be able to provide inputs to the input fields.
* Check you can execute the intended functionality of the application using the GUI
* Check Error Messages are displayed correctly
* Check for Clear demarcation of different sections on screen
* Check Font used in application is readable
* Check the alignment of the text is proper
* Check the Colour of the font and warning messages is aesthetically pleasing
* Check that the images have good clarity
* Check that the images are properly aligned
* Check the positioning of GUI elements for different screen resolution.

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