#### Important testing concepts

# Agenda

- This is list of serveral important concepts to understand
- Slides are just a background material
- Please read more from course wiki

https://github.com/narsuman/software-testing-course/wiki/course-materials-2015

# **Testing Orientation**

**Black Box Testing** 

**Grey Box Testing** 

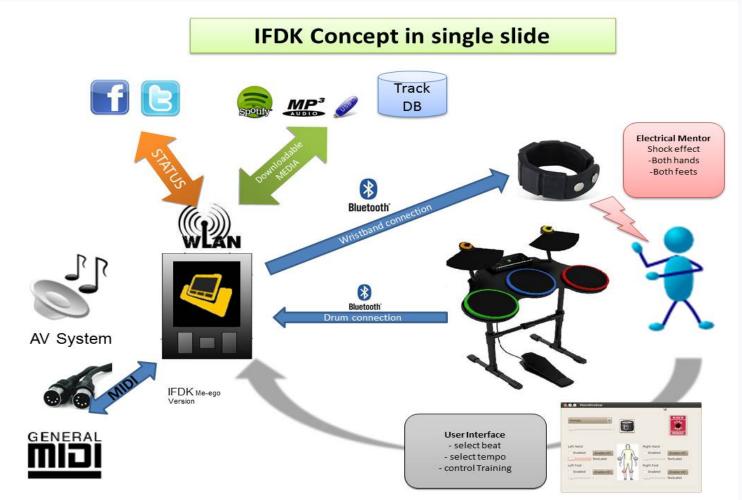
White Box Testing

"System Testing"- perspective

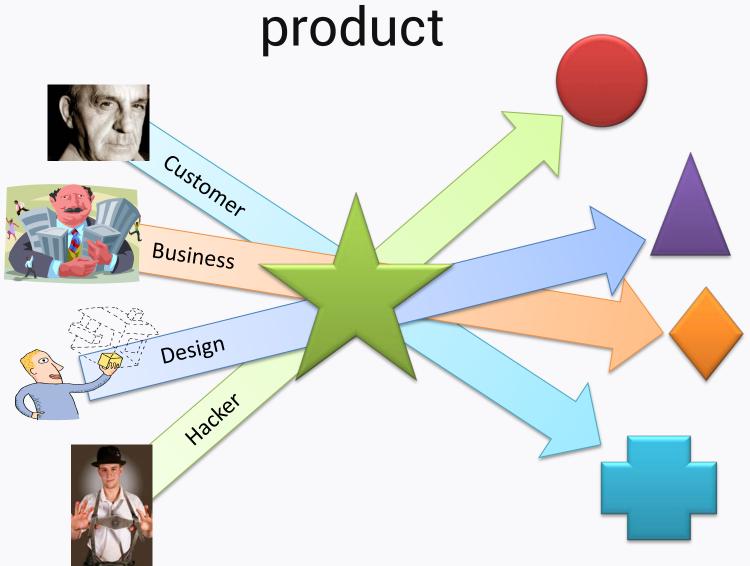
"Code level testing"- perspective

http://en.wikipedia.org/wiki/Software\_testing

# System Requirements?



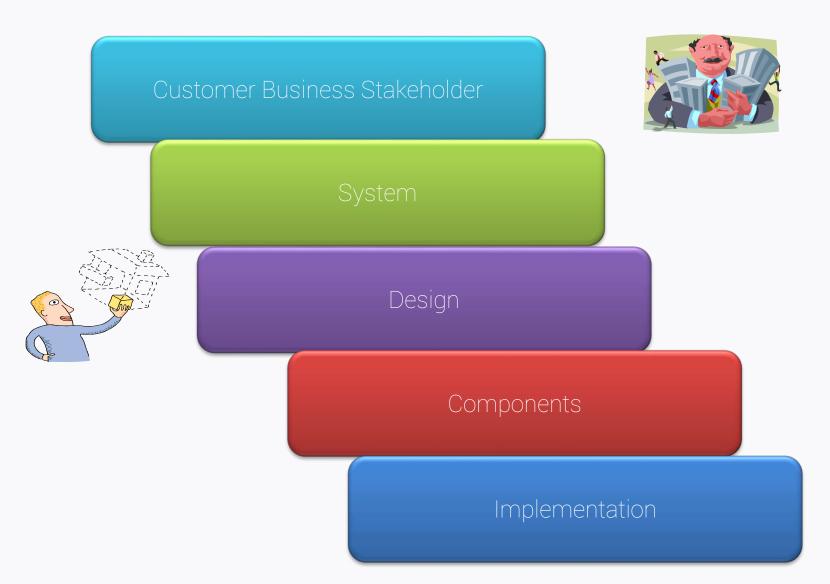
Different perspectives on the



# Test engineer's perspective

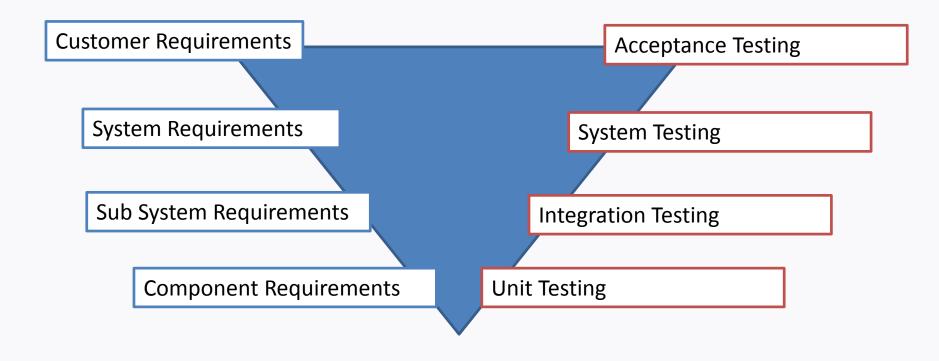


# Product requirements?





# V-Model for testing



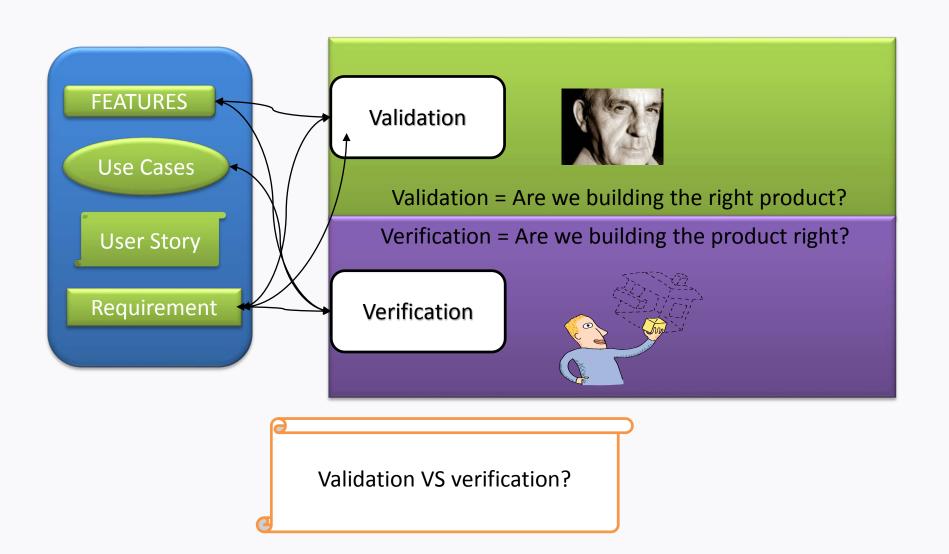
http://en.wikipedia.org/wiki/V-Model %28software development%29

#### Verification & Validation

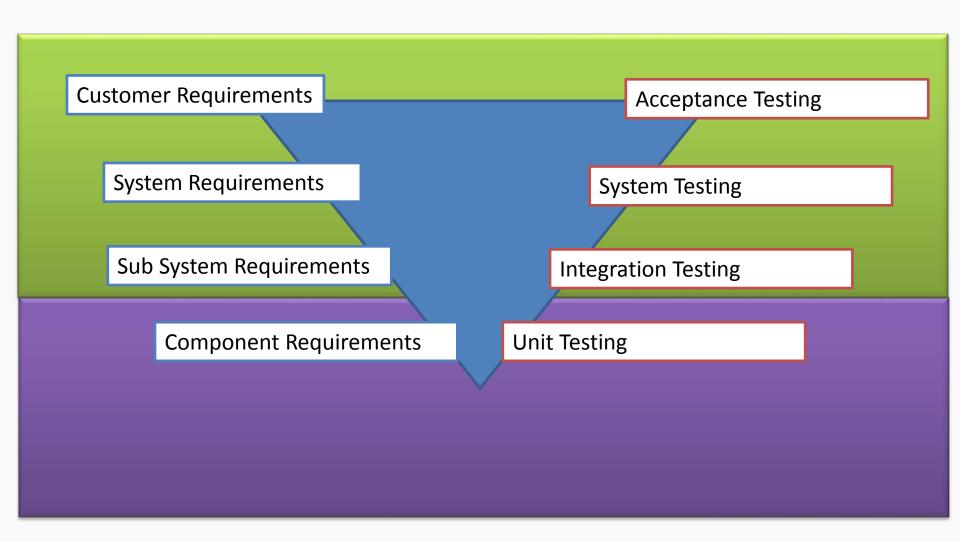
Validation = Are we building the right product?

Verification = Are we building the product right?

#### **Verification & Validation**



# Developer vs Tester???

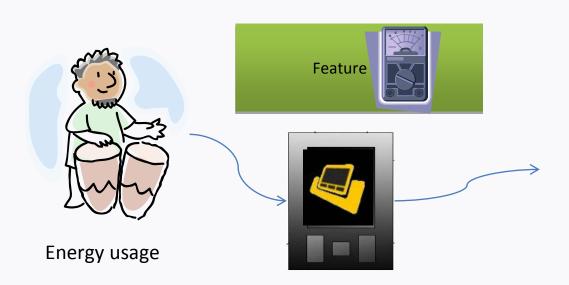


# Feature Oriented Development?

#### What is feature?

#### **Calory Counter:**

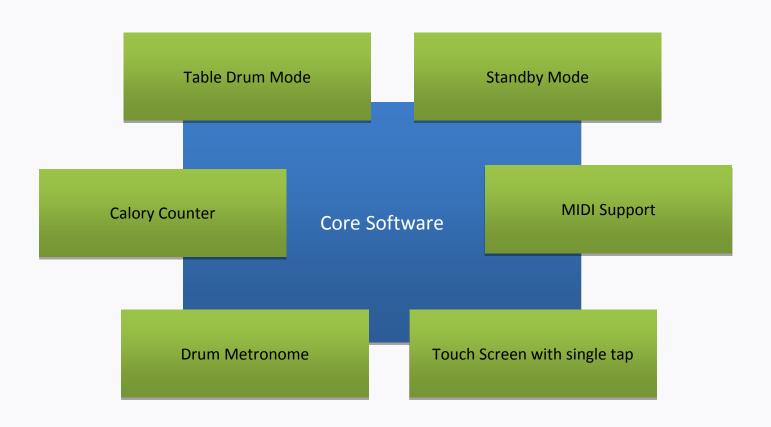
Player can measure calories during training session. This can be seen as exercise result in web service eg. Facebook application



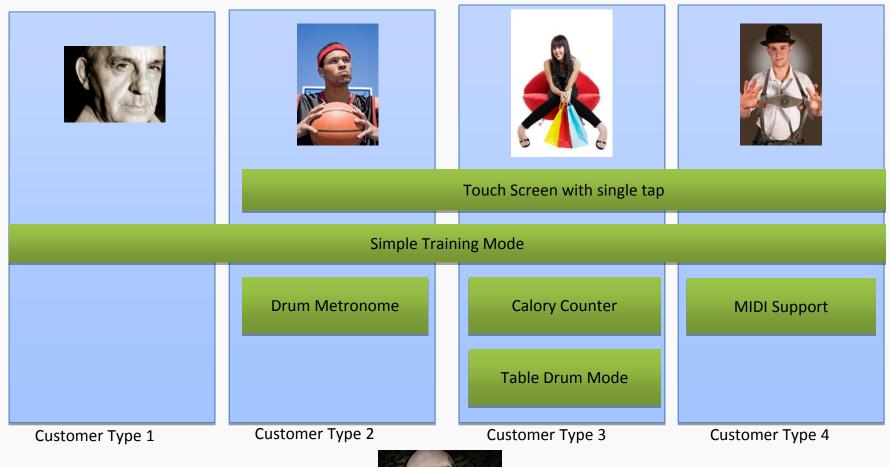
# Is product a combinatio of features?



# Is product a combination of features

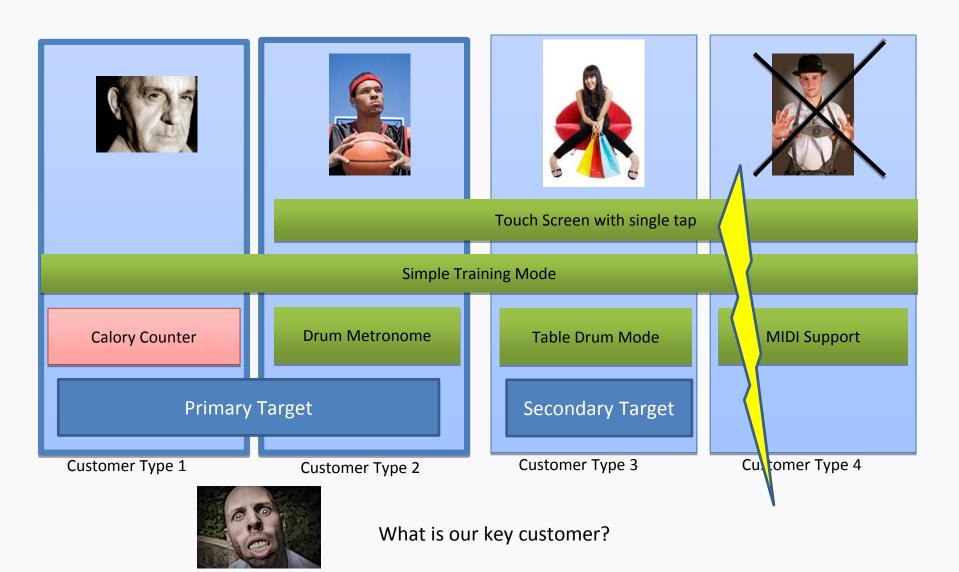


# Customer/Business request

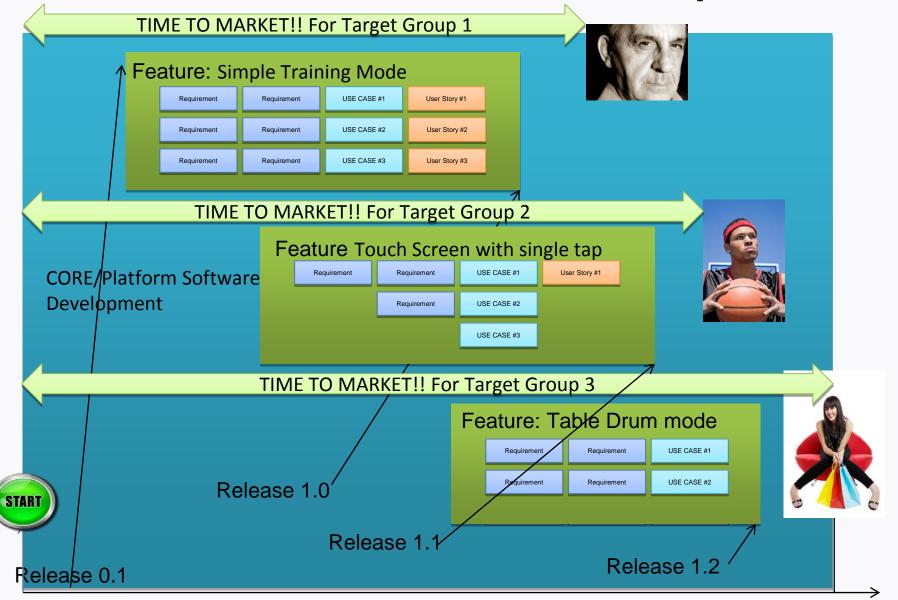


Who are our target customers?

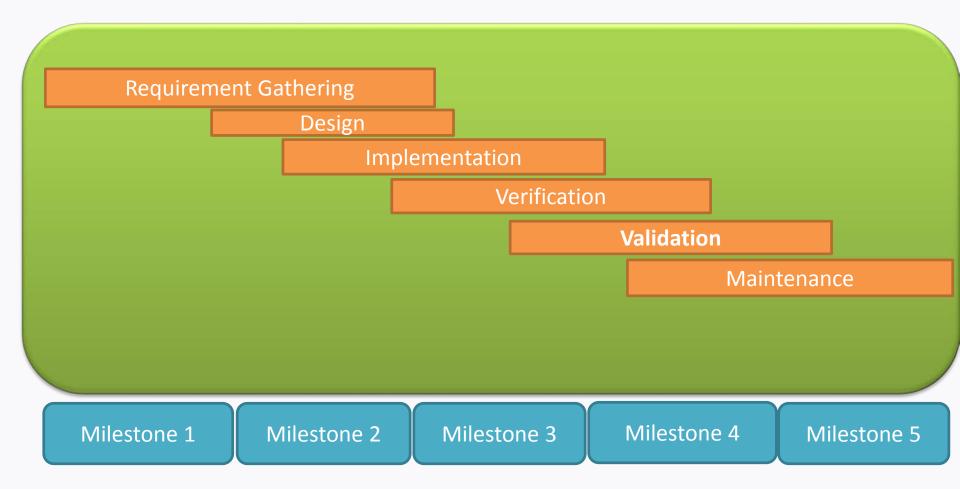
# Customer strategy



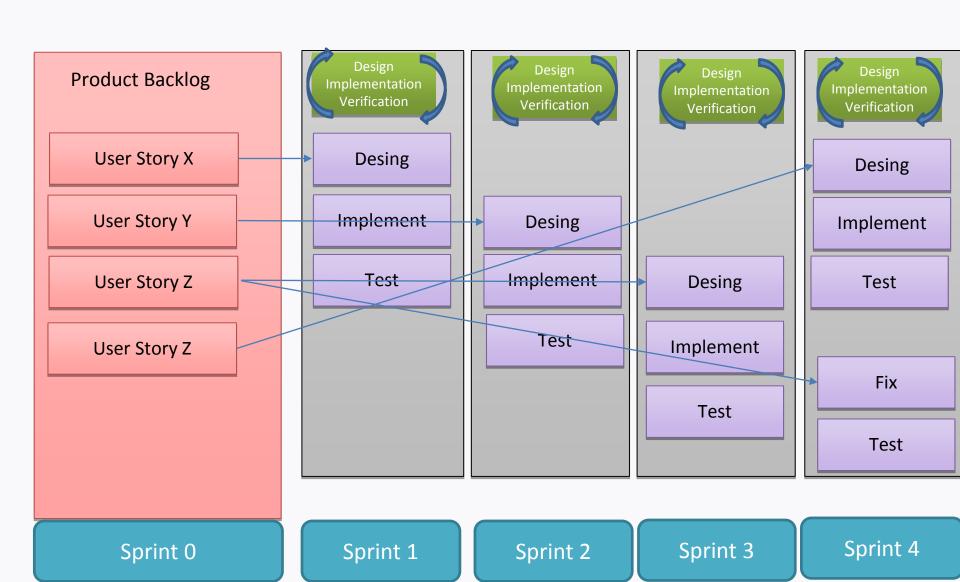
# Features and roadmap



### Development Process (Waterfall)



# Development Process (Agile)



# Testing levels?

"Code level testing"- perspective

White Box Testing

Grey Box Testing

**Black Box Testing** 

- Unit testing
- Integration Testing
  - System Testing
- Acceptance Testing

"System Testing"- perspective

# Unit/Component testing?

Example of implementation....

https://github.com/N4SJAMK/teamboard-api/blob/master/routes/board.js

....and unit test

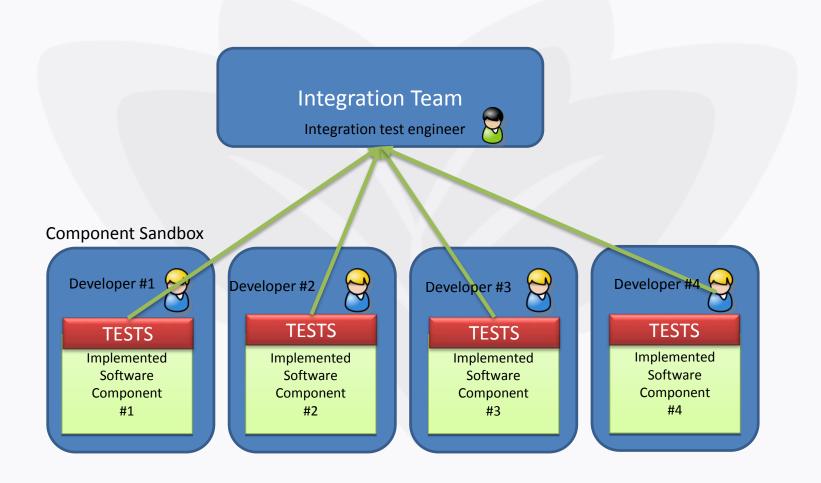
https://github.com/N4SJAMK/teamboard-api/blob/master/test/spec/creating-a-board.js

http://en.wikipedia.org/wiki/Unit\_testing

# **Integration Testing**

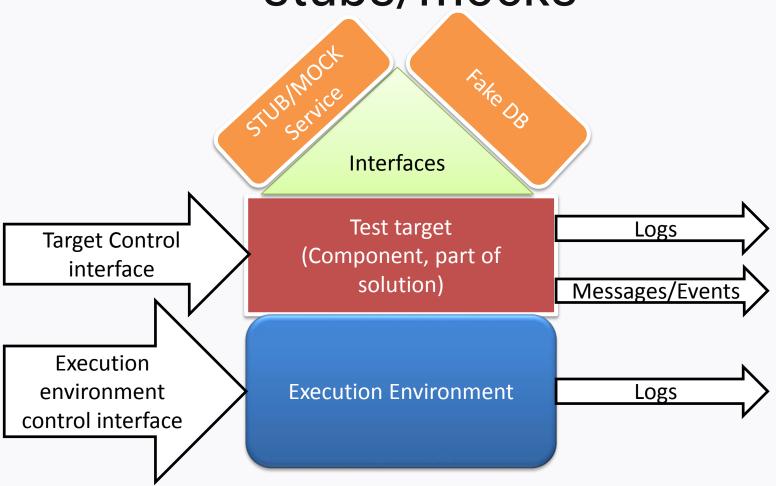


### Ideal project team and unit testing

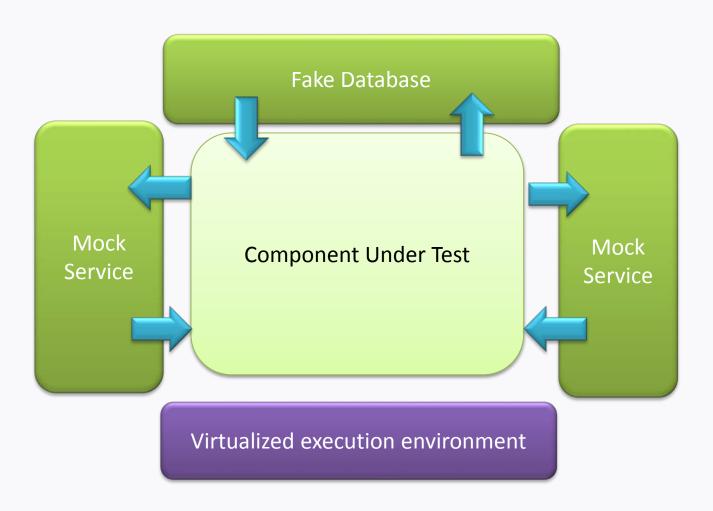




# Integration Testing with stubs/mocks

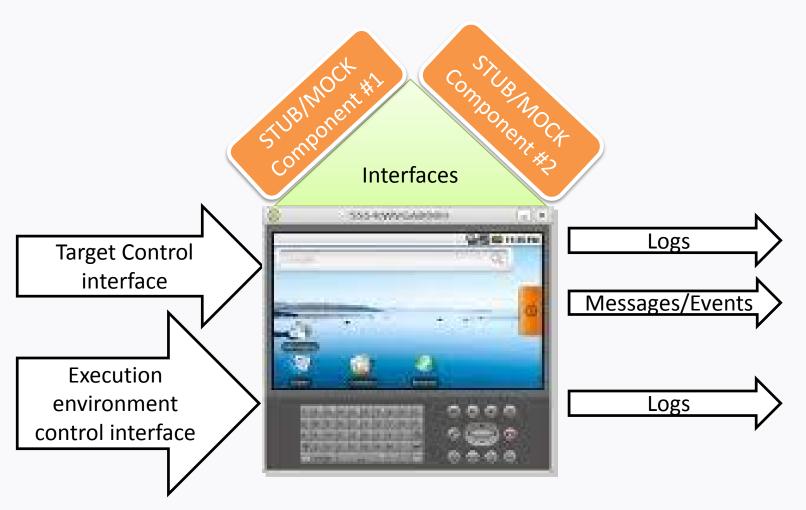


# Integration Testing in sandbox with mock environment



http://en.wikipedia.org/wiki/Mock object

# Integration Testing with stubs



# Integrate early! Avoid Big Bang



# System Testing?



What should be tested?

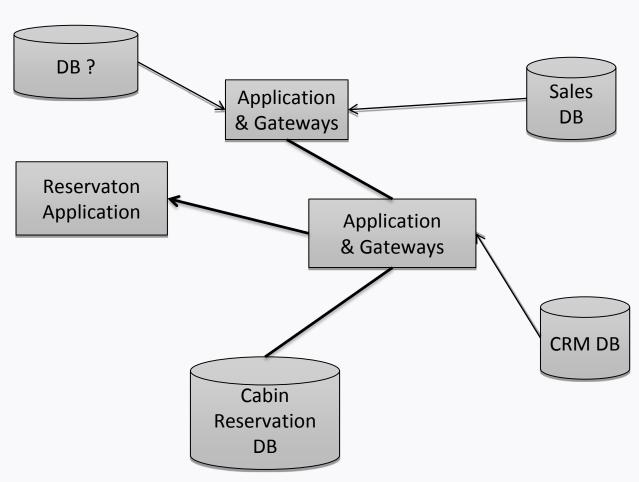
How?

# System Integration Testing in Large



What should be tested?

How?



# **Acceptance Testing**





What should be tested? How?

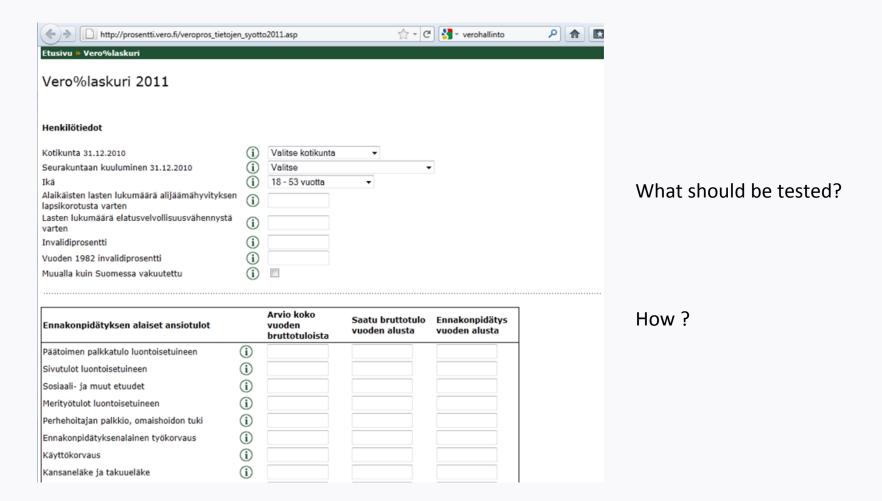
#### **Test Automation?**



What should be tested?

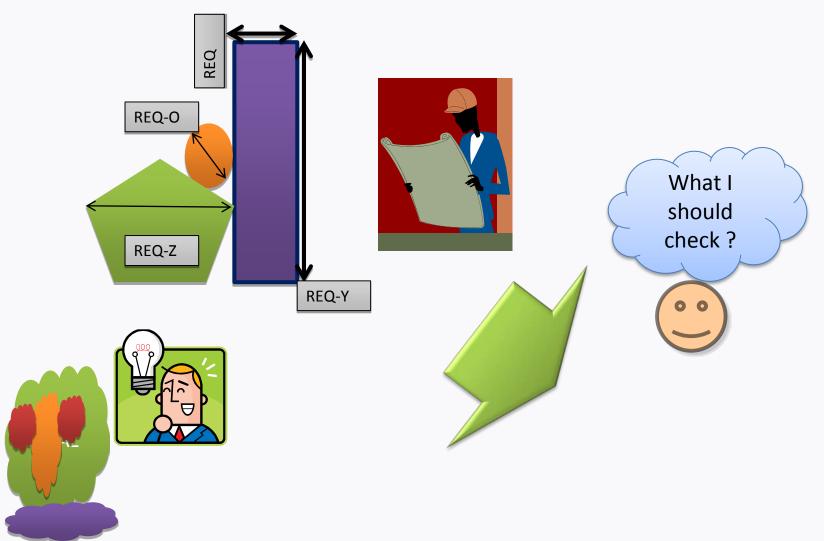
How?

#### How to test?



http://prosentti.vero.fi/veropros\_tietojen\_syotto2011.asp

# What is test desing?



# Test design & execution

Discuss about reasons for test design?

Why we need to do design?

Stupid work ©! I wan't to progress!??

# Why we need test design ????

 Stupid work! This takes ages! This Test Case documentation is old as soon I have changed some implementation? Why you need to do so hard documentation? Give me a one good reason!

#### Test Case?

Add Information about case

Verify what?
Using configuration?
With tools?

Define pre-state
Define Steps
Define end-state

- · Test Case Name:
- Test Case Id:
- Test Case owner/writer:
- Date
- comments
- · Verify drum track player pause mode functionality.
- Do this with IFDK software release X and playing song "Show must go on by Freddy Mercury"
- Test should be done using android emulator environment and using your hands, ears and eyes"
- · Pre State:
- · Android emulator is running
- Release X is installed on emulator.
- Test Case Steps:
- 1. Open drum kit player application
- 2. Select song "Show must go on"
- 3. Start to play
- · 4. Press Pause and check song is paused
- 5. Check memory usage from system application
- 6. Press Play
- 7. jump to 4 several time (<10)</li>
- · 8. Listen song to the end
- 9. Exit player using "exit button"
- End State:
- · IFDK Kit in main screen mode

If Pause is working result is PASS. If Pause mode failed result is FAIL

What is verdict?

# Agile Thinking?

- We have to automate all tests!! No sense to create test case documentation?
- Who does automation without a design?

#### Checklist vs Test Case?

Check UI is working

Check color change

Check Counter value after 50 logins

Check disable mode for counter

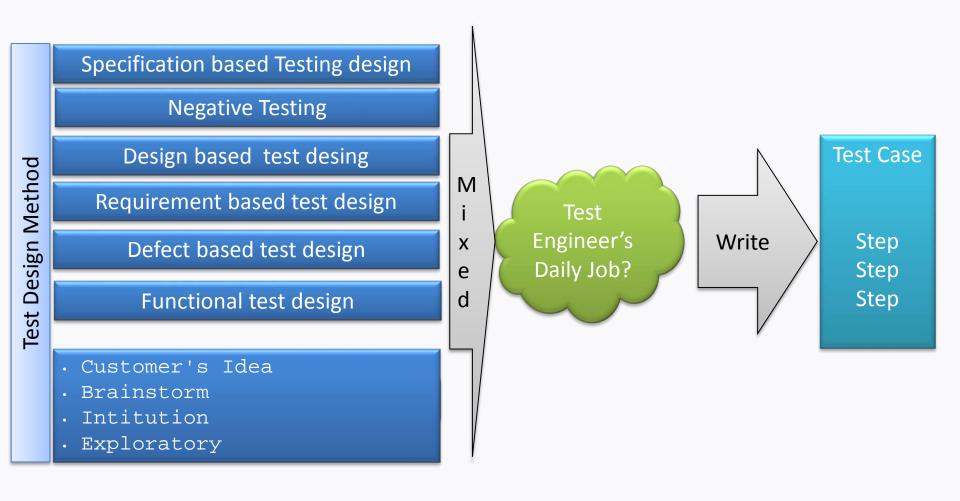
Working?

Working?

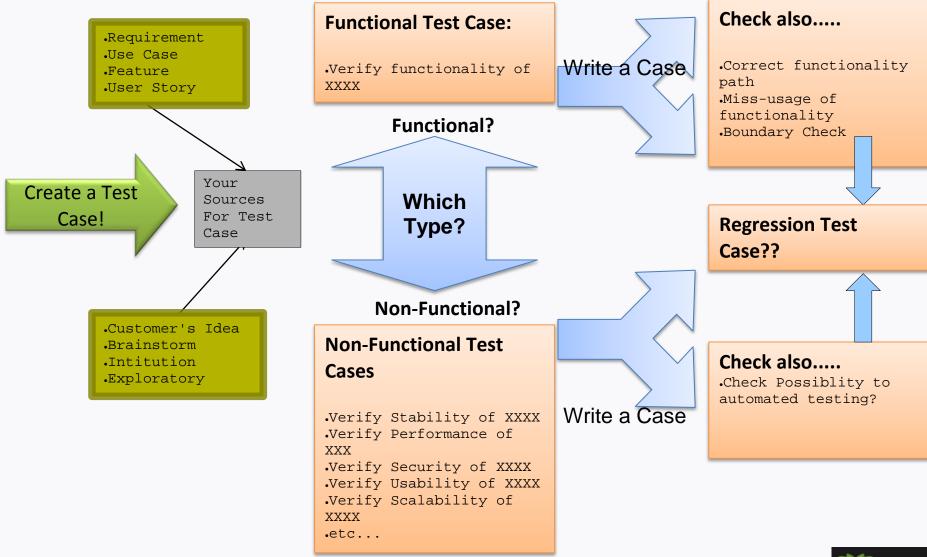
Checklist can be working great in small team! ©

What happens if team is disbanded to other projects? And you are new maintainer for this project?

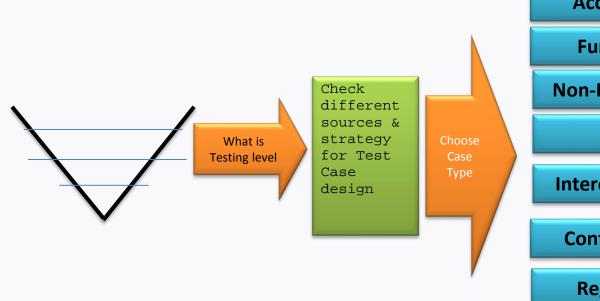
### Source examples for test design



# Mechanical route to design







**Acceptance Test Case** 

**Functional Test Case** 

**Non-Functional Test Cases** 

**Field Test Case** 

**Interoperability Test Case** 

**Conformance Test Case** 

**Regression Test Case** 

WRITE
A
Test
Case!

# Test Driven Development in all testing levels?

