

## \* Software Testing :-

Testing is the process of executing software or program to find & detect the errors, apply ~~the~~ the test cases & find the required output.

## \* Advantages :-

- 1) Software is being developed according to user ~~development~~ requirement.
- 2) Removing the errors so that software will become as per ~~the~~ requirement.
- 3) Number of users will increase.
- 4) Software Testing removes errors that leads to software / hardware failure.
- 5) Software Testing ensure that the software confirms to user personnel as well as business need.

## \* Types of Testing

- 1) Manual - Manual Testing include testing a software manually without using any type of automated tool or any type of script.
- 2) Automation - Automation Testing is a S/W Testing technique in which tester like script, ~~or~~ using any type of S/W.

## \* Roles

- 1) Test leader/Test Manager :-
  - 1) Create team
  - 2) Assign particular task
  - 3) Understand the ~~discipline~~ discipline of testing

II) Test Architect :-

- 1) Formulate an integrated test architecture that support the testing process & create the estimation.
- 2) To develop short term as well as long term goals.

III) Test Designer or Tester :-

- 1) The role of test designer is to design the test cases, execute cases, get the result record result, finding error, detect solution.

design → execute → record result → finding error → detect soln.

IV) Test Automation Engineer :-

- 1) Role is to create automated test case script (program) that perform the test which is design by the designer.

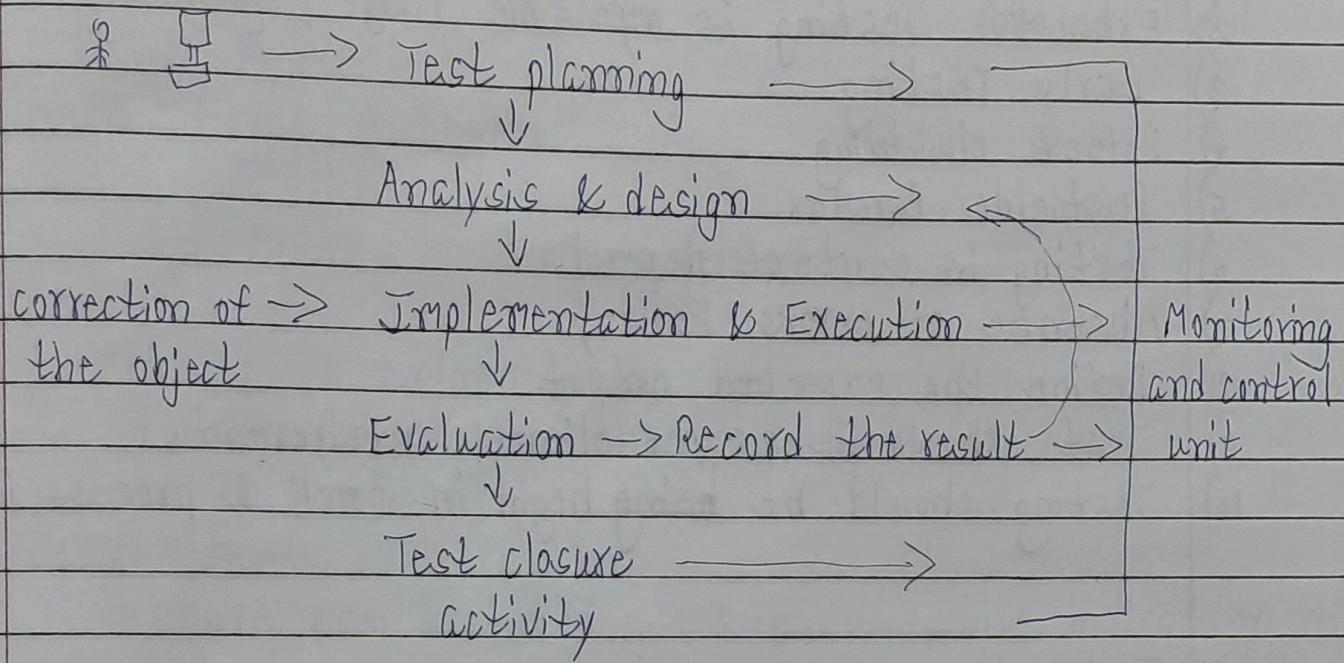
V) Software Tester :-

- 1) To check the c/w program, <sup>②</sup>quality of program.
- 2) To check function of the program.

VI) Test Methodologist / Methodologist Specialist :-

- 1) The role is to perform all the steps sequentially.
- 2) To provide resources to the programmers.
- 3) It also check the quality of the s/w.

## Testing process diagram



- 1 Fault - condition
- 2 Error - Syntax
- 3 Failure - System

- \* 1) Error - Error is the mistake between actual value of the o/p given by the software and specified correct value of the o/p for that given input.
- \* 2) Fault - Fault is the condition that causes the software or system failure in performing required function.
- \* 3) Failure - Failure is the inability of the system or software to perform required function according to its specification.

- \* Debugging strategies
  - 1) Back tracking
  - 2) Elimination
  - 3) Slicing Program
  - 4) Brute Force debugging

- \* Testing Metrics and Measurement

- \* Metrics

Metric is extremely imp to measure the quality, cost & effectiveness of the project & processes.

- \* Measurement

Measure can be define as quantitative indication of amount, dimension, capacity or size of the product & process attribute.

- \* Metrics

- 1) Product Metrics

- Project Metrics → user's requirement

- Program Metrics

- Productivity Metrics

- 2) Process Metrics → tool, programming language

- \* Life Cycle of Metrics

- 1) Analysis → identify  
→ create

- 2) communicate → stakeholders  
→ Managers  
→ Employee, users

- 3) Evaluation - The user and other employee will check the working of the software.

4) Report - user will give feedback about the software to the creator about its working.

#### \* Characteristics

- 1) Economical
- 2) Language Independent
- 3) Quantitative (countable)
- 4) Understandable
- 5) Repeatable

#### \* Measurement

- 1) Direct → size, speed, accuracy, storage, time.
- 2) Indirect → Functionality, performance, quality, ~~time~~ reliable, complexity

#### \* Qualities → Control

- |                |                |
|----------------|----------------|
| Activities     | 1) Understand  |
| of Measurement | 3) Improvement |

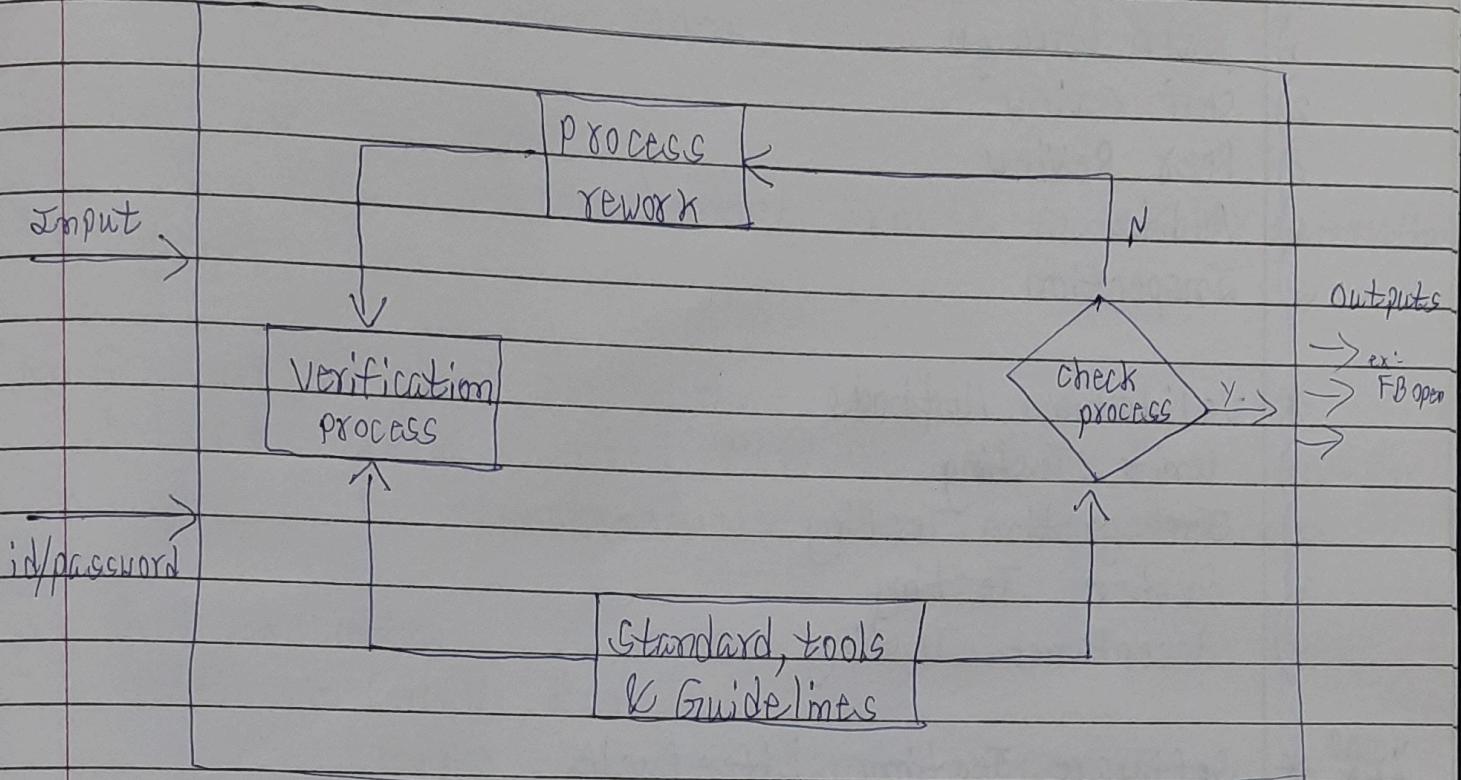
#### \* Verification

Verification means checking the program confirmed to its specification.

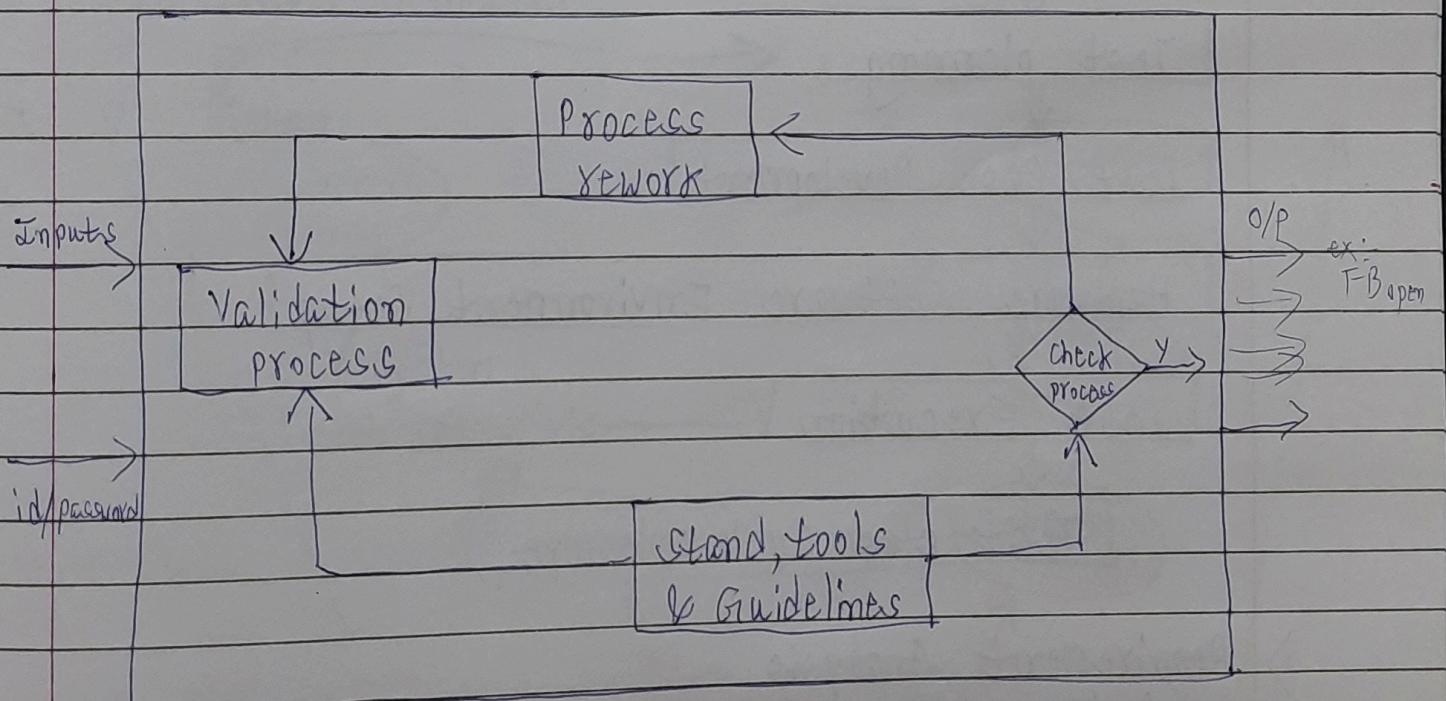
#### \* Validation

It is checking the program as implemented meets the expectation of the customer.

# Verification & Validation



## Workbench of Verification



validation

### \* Verification process Methods

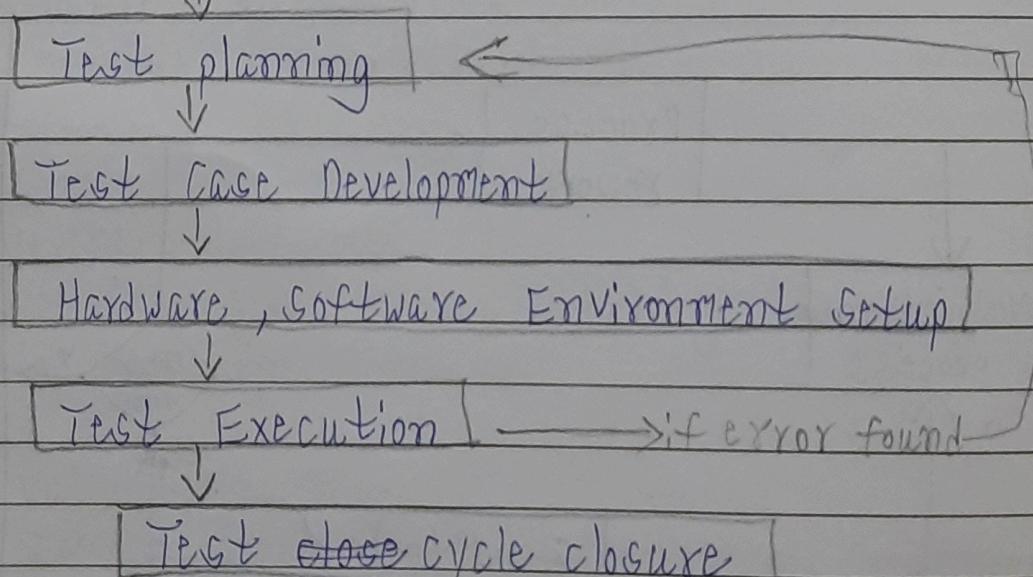
- 1) Walkthrough
- 2) Self review
- 3) Peer Review
- 4) Audits
- 5) Inspection

### \* Validation Methods

- 1) Unit Testing
- 2) Integration Testing (combination)
- 3) System Testing
- 4) Acceptance Testing

### VJMP \* Software Testing Life-Cycle

- 1) Waterfall Model
- Requirement analysis



### 1) Requirement Analysis

Actions - Collecting user's requirement, visiting working area, Online advertisement.

2) Test planning

Actions:- Tools, Test cases

3) Test case Development

In the case development create cases or automation script

4) Hardware, software Environment Setup

Actions:- check required Hardware and software, knowledge of Hardware & Software is also important.

5) Test Execution

Actions:- Compile, Run

Error → Test planning Recreate

6) Test cycle closure

Actions :- Complete

SM  
IMP \*

V V Model

Requirement Analysis

System Design

Architecture

Model

Coding

Unit Testing

Integration Testing

Acceptance Testing

System Testing

Validation

Verification