

Tables

Aspect	FTR	Walkthrough
1. Formality Level	High	Low
2. Main Goal	Find defects	Gain understanding
3. Leader	Moderator	Author
4. Preparation	Mandatory	Optional
5. Focus	Product	Presenter logic
6. Data Recording	Formal log	Informal notes
7. Attendees	Peers/Experts	Any stakeholders
8. Output	Defect report	General feedback
9. Follow-up	Strict & tracked	Informal
10. Structure	Rigid	Flexible

Aspect	Alpha Testing	Beta Testing
1. Location	Internal lab	External site
2. Testers	Internal staff	Real users
3. Goal	Find bugs	User feedback
4. Visibility	Private	Public
5. Stability	Less stable	More stable
6. Control	High control	Low control
7. Feedback Type	Technical	User experience
8. Phase	Before beta	Before release
9. Data	Crash logs	Usability
10. Duration	Long cycles	Short cycles

Aspect	Scrum	Kanban
1. Cycles	Fixed sprints	Continuous flow
2. Roles	Defined roles	No fixed roles
3. Metrics	Velocity	Lead time
4. Board	Reset each sprint	Persistent
5. Commitment	Sprint backlog	WIP limits
6. Change	No mid-sprint	Anytime
7. Cadence	Regular events	No required events
8. Artifacts	Specific set	Minimal
9. Planning	Sprint planning	On-demand
10. Focus	Iterative goals	Flow efficiency

Aspect	White Box Testing	Black Box Testing
1. Internal Knowledge	Required	Not Required
2. Tester Perspective	Developer View	User View
3. Testing Basis	Code & Internal Structure	Specifications & Requirements
4. Skill Requirement	Programming Skills Needed	No Programming Skills
5. Granularity	Fine-grained (Low Level)	Coarse-grained (High Level)
6. Main Goal	Improve Code Quality	Validate Functionality
7. Test Design	Based on Code Paths	Based on Input/Output
8. Coverage Type	Code Coverage	Requirement Coverage
9. Performed By	Developers & SDETs	QA Testers
10. Examples	Unit Testing, Path Testing	System Testing, UAT