**Software testing ( Chapter 3)**

1 Testing GUI

GUI TESTING is a software testing type that checks the Graphical User Interface of the Application Under Test. GUI testing involves checking the screens with the controls like menus, buttons, icons, and all types of bars - toolbar, menu bar, dialog boxes, and windows, etc.

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2.Testing of client / server architecture

Client/Server architectures allow complex systems to be assembled from components.

However, multiple operating systems, changing technologies and greater architectural complexity make integration more difficult. Risks such as poor reliability, performance, configuration management, security and other non-functional issues are more prominent.

None of the risks in client/server are new, but there has been a change in emphasis. Since, its purpose is to address risk, the emphasis of testing in client/server must change.

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3. Security Testing

Security Testing is a type of Software Testing that uncovers vulnerabilities of the system and determines that the data and resources of the system are protected from possible intruders. It ensures that the software system and application are free from any threats or risks that can cause a loss.

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4. Testing documentation and help Facilities

Documentation Testing involves testingof the documented artifacts that are usually developed before or during thetesting of Software. Documentation for Software testing helps in estimating thetesting effort required, test coverage, requirement tracking/tracing, etc.

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5. Testing for real time system

Real-time testing. Real-time testing is the process of testing real-timecomputer systems. Software testing is performed to detect and help correct bugs (errors) in computer software.Testing involves ensuring not only that the software is error-free but that it provides the required functionality to the user.

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