



# SOFTWARE TESTING

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# INTRODUCTION

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- It is the process used to identify the correctness, completeness and quality of developed computer software.
- It is the process of executing a program/application under positive and negative conditions by manual or automated means. It checks for the :
  - o Specification
  - o Functionality
  - o Performance

# OBJECTIVES

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- Uncover as many as errors (or bugs) as possible in a given product.
- Demonstrate a given software product matching its requirement specifications.
- Validate the quality of a software testing using the minimum cost and efforts.
- Generate high quality test cases, perform effective tests, and issue correct and helpful problem reports.

# ERROR, BUG, FAULT & FAILURE

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- **Error** : It is a human action that produces the incorrect result that produces a fault.
- **Bug** : The presence of error at the time of execution of the software.
- **Fault** : State of software caused by an error.
- **Failure** : Deviation of the software from its expected result. It is an event.



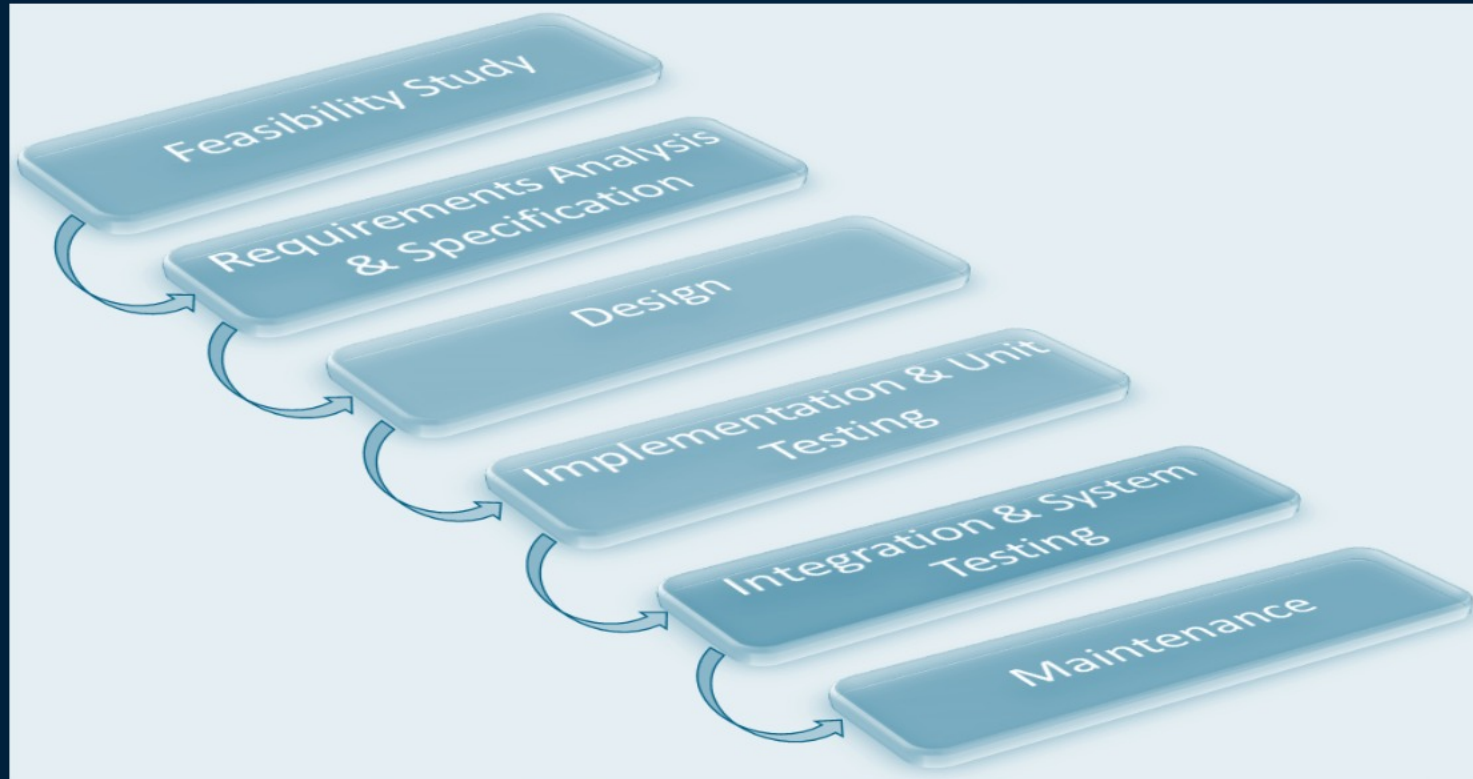
# SDLC(SOFTWARE DEVELOPMENT LIFE CYCLE)

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- Standard model used world wide to develop a software.
- A framework that describes the activities performed at each stage of a software development project.
- Necessary to ensure the quality of the software.
- Logical steps taken to develop a software product.

# CLASSICAL WATERFALL MODEL

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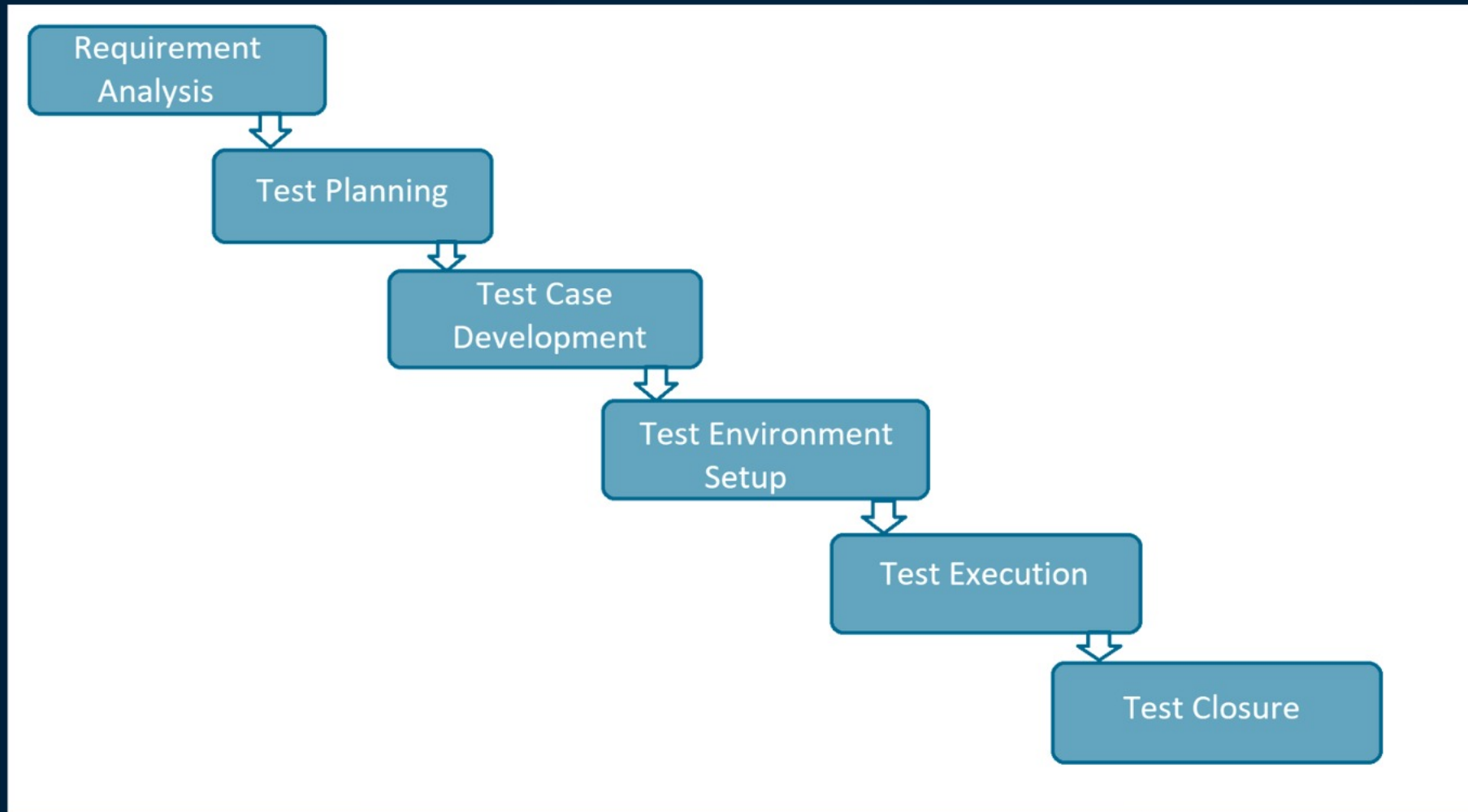


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“ It is the oldest and most widely used model in the field of software development. ”

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# TESTING LIFE CYCLE



# REQUIREMENT ANALYSIS

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- Requirement Analysis is the first step of Software Testing Life Cycle (STLC).
- In this phase quality assurance team understands the requirements like what is to be tested.
- If anything is missing or not understandable then quality assurance team meets with the stakeholders to better understand the detail knowledge of requirement.



# TEST PLANING

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- Test Planning is most efficient phase of software testing life cycle where all testing plans are defined.
- In this phase manager of the testing team calculates estimated effort and cost for the testing work.
- This phase gets started once the requirement gathering phase is completed.

# TEST CASE DEVELOPMENT

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- The test case development phase gets started once the test planning phase is completed.
- In this phase testing team note down the detailed test cases.
- Testing team also prepare the required test data for the testing.
- When the test cases are prepared then they are reviewed by quality assurance team.

# TEST ENVIRONMENT SETUP

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- Test environment setup is the vital part of the STLC.
- Basically test environment decides the conditions on which software is tested.
- This is independent activity and can be started along with test case development.
- In this process the testing team is not involved. either the developer or the customer creates the testing environment.

# TEST EXECUTION AND TEST CLOSURE

- **Test Execution:**

- After the test case development and test environment setup test execution phase gets started.
- In this phase testing team start executing test cases based on prepared test cases in the earlier step.

- **Test Closure:**

- This is the last stage of STLC in which the process of testing is analyzed.



# VERIFICATION VS VALIDATION

## Verification

The software should confirm to its specification  
(Are we building the product right?)

## Validation

The software should do what the user really requires  
(Are we building the right product?)

# TESTING METHODOLOGIES

## Black box testing

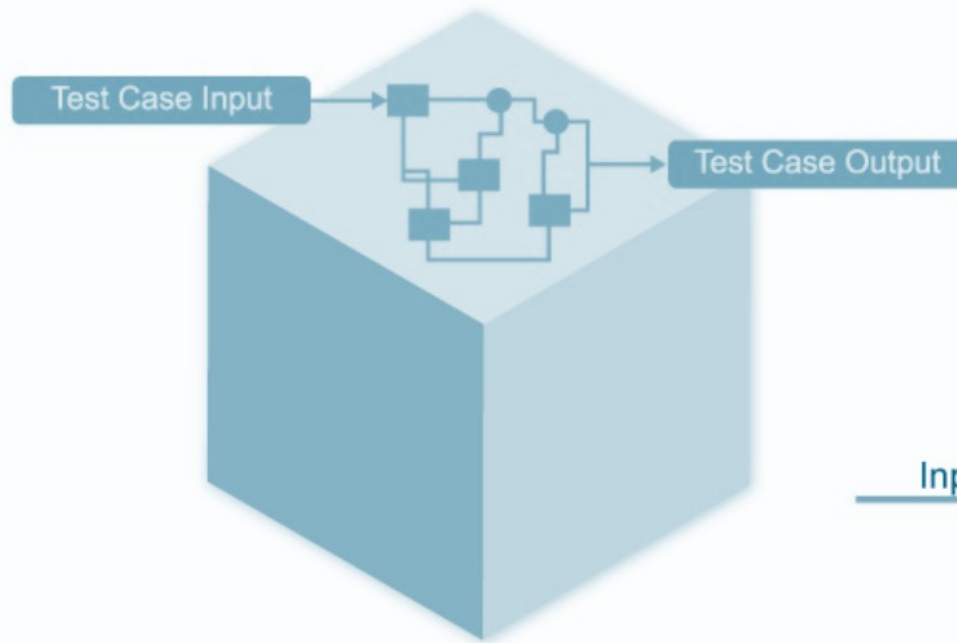
- No knowledge of internal program design or code required.
- Tests are based on requirements and functionality.

## White box testing

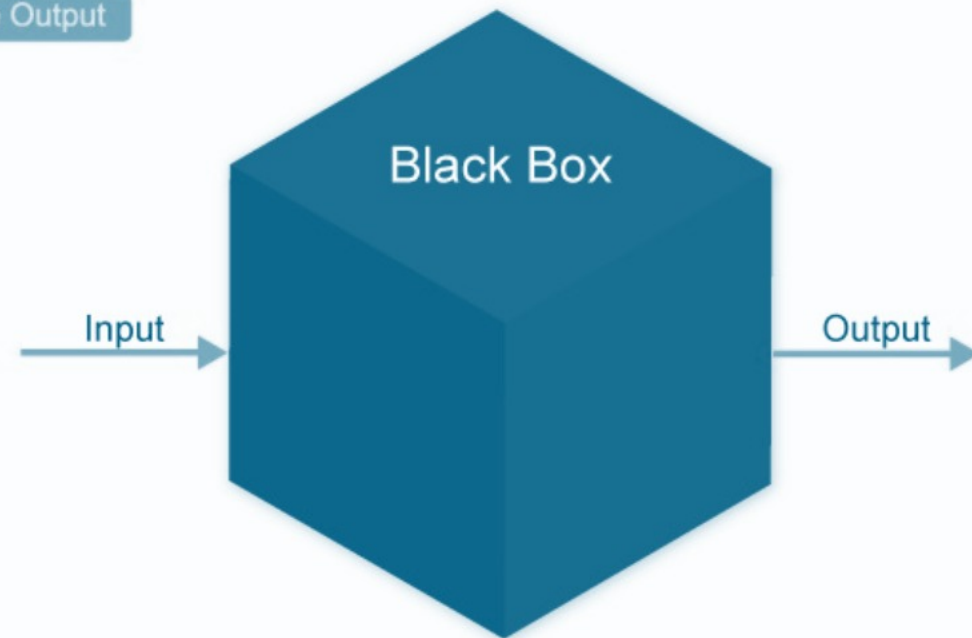
- Knowledge of the internal program design and code required.
- Tests are based on coverage of code statements, branches, paths, conditions.

# TESTING METHODOLOGIES

## WHITE BOX TESTING APPROACH



## BLACK BOX TESTING APPROACH



# TESTING LEVELS

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Levels of Testing	
Unit Test	Test Individual Component
Integration Test	Test Integrated Component
System Test	Test the entire System
Acceptance Test	Test the final System



# UNIT TESTING

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- Tests each module individually.
- Follows a white box testing (Logic of the program).
- Done by developers.

# INTEGRATION TESTING

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- Once all the modules have been unit tested, integration testing is performed.
- It is systematic testing.
- Produce tests to identify errors associated with interfacing.

## **Types:**

- ❑ Big Bang Integration testing
- ❑ Top Down Integration testing
- ❑ Bottom Up Integration testing
- ❑ Mixed Integration testing

# SYSTEM TESTING

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- System testing is the first level in which **the complete application is tested as a whole.**
- The goal at this level is to evaluate whether the system has complied with all of the outlined requirements and to see that it meets Quality Standards.
- System testing is undertaken by independent testers who haven't played a role in developing the program.
- This testing is performed in an environment that closely mirrors production.

# ACCEPTANCE TESTING

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- **ACCEPTANCE TESTING** is a level of software testing where a system is tested for acceptability.
- The purpose of this test is to evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery.
- Done by end users

## Types:

- ❑ User acceptance testing
- ❑ Operational acceptance testing
- ❑ Contractual and regulatory acceptance testing
- ❑ Alpha and beta testing



# DISCUSSION

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- In order to be cost effective, the testing must be concentrated on areas where it will be most effective.
- The testing should be planned such that when testing is stopped for whatever reason, the most effective testing in the time allotted has already been done.
- The absence of an organizational testing policy may result in too much effort and money will be spent on testing, attempting to achieve a level of quality that is impossible or unnecessary.



**THANKS FOR LISTENING**