Ad hoc Testing

Ad hoc Testing is an informal or unstructured software testing type that aims to break the testing process in order to find possible defects or errors at an early possible stage. Ad hoc testing is done randomly and it is usually an unplanned activity which does not follow any documentation and test design techniques to create test cases.

Ad hoc Testing does not follow any structured way of testing and it is randomly done on any part of application. Main aim of this testing is to find defects by random checking. Adhoc testing can be achieved with the Software testing technique called Error Guessing.

Types of Adhoc testing

There are different types of Adhoc testing and they are listed as below:

Buddy Testing-- Two buddies mutually work on identifying defects in the same module. Mostly one buddy will be from development team and another person will be from testing team. Buddy testing helps the testers develop better test cases and development team can also make design changes early. This testing usually happens after Unit Testing completion.

Pair testing --Two testers are assigned modules, share ideas and work on the same machines to find defects. One person can execute the tests and

another person can take notes on the findings. Roles of the persons can be a tester and scriber during testing.

Comparison Buddy and Pair Testing: Buddy testing is combination of unit and System Testing together with developers and testers but Pair testing is done only with the testers with different knowledge levels. (Experiencedand non-experienced to share their ideas and views)

Monkey Testing-- Randomly test the product or application without test cases with a goal to break the system.

The advantage of Ad-hoc testing is to check for the completeness of testing and find more defects than planned testing. The defect catching test cases are added as additional test cases to the planned test cases.

	Monkey Testing	Ad hoc Testing
Type	Random Testing – No Test Case used	Random Testing – No Test Case used
Purpose	Few tests here and there to ensure the system or an application does not crash.	The tester tries to 'break' the system by randomly trying the system's functionality.
Description	No specific test is done; it may include just random clicking or typing to see if the system crashes.	Based on the tester's knowledge. The tester may check what he feels is necessary.
Conducted by	'Monkey on a typewriter.' Anybody without any knowledge of the software or even computers.	A programmer with detailed knowledge of the software and system.

Exploratory Testing is a type of software testing where Test cases are not created in advance but testers check system on the fly. They may note down ideas about what to test before test execution. The focus of exploratory testing is more on testing as a "thinking" activity.

Why Exploratory Testing?
Under scripted testing, you design test cases first and later proceed with test execution. On the contrary, exploratory testing is a simultaneous process of test design and test execution all done at the same time.

Scripted Testing	Exploratory Testing
Directed from requirements	Directed from requirements and exploring during testing
Determination of test cases well in advance	Determination of test cases during testing
Confirmation of testing with the requirements	Investigation of system or application
Emphasizes prediction and decision making	Emphasizes adaptability and learning
Involves confirmed testing	Involves Investigation
Is about Controlling tests	Is about Improvement of test design
Like making a speech – you read from a draft	Like making a conversation – it's spontaneous
The script is in control	The tester's mind is in control