



## Lesson Objectives

- Error Guessing
- Exploratory Testing
- When it is applicable
- Difference between Error Guessing and Exploratory Testing



## 14.1 Error Guessing

- Aim
  - Based on tester's experience, searches for the defect sensitive spots in the system
- Test basis
  - All types of test basis
- Deriving principle
  - Nil
- Quality characteristics
  - Diverse

## 14.1 Error Guessing

## Description

- Error Guessing involves making an itemized list of the errors expected to occur in a particular system and then designing a set of test cases to check for those expected errors.

## 14.1 Error Guessing

## Identifying test situations

- Exceptional situations
- Fault handling
- Specific Combination
  - Data : An as-yet untried combination of input values.
  - Sequence of transactions : Change-Cancel Change – Change again – Cancel – etc.
  - Claiming too much of the system resources
  - Complex parts of the system

14.1 Error Guessing

## Identifying test situations

- Often-changed parts of the system
- Parts (Process/Functions) of the system that often contained defects in the past
- Non-permitted input

## 14.2 Exploratory Testing

- Aim
  - Exploring the system under test, hence the design and subsequent execution of the test are in close succession.
- Test basis
  - All types of test basis
- Deriving principle
  - Diverse according to choice
- Quality characteristics
  - Diverse

## 14.2 Exploratory Testing

## Description

- Exploratory testing is the simultaneous learning, designing and execution of tests, in other words every form of testing in which the tester designs his tests during the test execution and the information obtained is reused to design new and improved test cases



### 14.3 When to apply

- When experienced and trusted testers with domain knowledge are available.
- When testing as cheaply as possible is by far the biggest consideration.
- When there is an insufficiently documented test basis.
- As an addition to testing according to more formal techniques, to encourage creative testing.
- When there is no time available to prepare the tests

14.3 When to apply

## When not to apply

- When requirements are set as regards the demonstrability /reporting of the testing.
- With critical functionality, failure of which can cause severe damage.
- For in experienced tester.
- If test cases are required to be executed by a tester other than the creator or by a test tool.

14.3 When to apply

## When not to apply

- If there is no direct feedback from test execution, so that the test results are not directly available.
- In tests that require a lot of preparation
- When the testing has to be on the critical path of the project as briefly as possible.

## 14.4 Difference between EG and ET

Error Guessing	Exploratory Testing
Does not employ the basic techniques	Employs the most suitable basic technique, depending on the situation
Suitable for testers, users, administrators	Suitable for experienced testers with knowledge of the basic techniques
The test cases are designed in the Specification phase or during test execution	Test cases are designed during test execution
Focuses on the exception and difficult situations	Focuses on the aspect to be tested in total (screen, function)
Not systematic, no certainly at all concerning coverage	Somewhat systematic

## Summary

- Error Guessing was discussed
- Exploratory Testing was discussed
- What circumstances is Exploratory Testing applicable
- The difference between Error Guessing and Exploratory Testing



Add the notes here.

## Review Question

- Error Guessing is based on
  - Test Cases
  - Tester's Experience
  - SRS
  - Brain Storming sessions
- Exploratory Test is simultaneous act of test
  - Learning
  - Designing
  - Execution
  - Reporting



Add the notes here.

## References

- Book
  - Please read TMap Next Page no. 664- 669



Add the notes here.