

Overview

- 1 Introduction
- 2 Levels of Testing
- 3 Test Types
- 4 Testing Types Vs Test Levels
- 5 Testing Techniques or Methods
- 6 Seven Testing Principles
- 7 Stages of Testing
 - Test Planning Activities
 - Analysis and Design
 - Implementation and Execution
 - Evaluating exit criteria and
 - Reporting
 - Test Closure activities
- 8 Testing Methodologies
 - Verification and Validation
- 9 Defect Life Cycle

What is Software Testing ?

Definition

Software testing is a process used to identify the correctness, completeness and quality of developed computer software. It includes a set of activities conducted with the intent of finding errors in software so that it could be corrected before the product is released to end users.

What is Software Testing ?

Definition

In simple words, software testing is an activity to check that the software system is defect free

What is Software Testing ?

Definition

Testing is executing a program on a tiny sample of the input domain

Two Important aspect of testing:

- 1 Dynamic technique
- 2 Optimistic approximation

Why is Testing Important ?

Airbus A300



264 People dead

Why is Testing Important ?

THERAC -25 RADIATION THERAPY



3 Dead and 3 Critically Injured

Why is Testing Important ?

Failed Satellite Launch



1.2 billion lost

Why is Testing Important ?

- Software is buggy!
 - Cost of bugs: 60 B/year US Economy
 - On average: 1-5 bugs/KLOC
 - 100 % correct mass market software is impossible

Why is Testing Important ?

As you can see testing is important because software bugs can be expensive or even dangerous

Causes of Software Defects

- Faulty requirements definition
- Time Pressure
- Complex Code
- Many System Interactions
- Coding errors
- Complexity of Infrastructure
- Changing technologies
- Non compliance with standards

Role of Testing in Software Development

- Testing of systems and documentation can help to reduce the risk of problems occurring during operation and contribute to the quality of the software system
- Software testing may also be required to meet contractual or legal requirements, or industry specific standards

Testing and Quality

- Testing ensures that key functional and non functional requirements are met
- Testing measures the quality of software in terms of the number of defects found, the tests run, and the system covered by the tests
- Do you think testing increases the quality of the software ?

Testing and Quality

- Testing cannot directly enhance quality. Testing can give confidence in the quality of the software if it finds fewer or no defects
- Understanding the root causes of defect found
- Testing is one component in the overall quality assurance activity.

Tester Roles

Quality Assurance

Quality Assurance(QA) is a way of preventing mistakes or defects in manufactured products and avoiding problems when delivering solutions or services to customers

Tester Roles

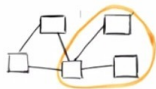
- Functional Tester-is responsible for checking if the product works based on business requirements
- Automation Tester-is responsible for writing script that automate testing rather than manual testing the functionality
- Performance Tester-is responsible for testing the product on different load and report the finding the developer
- Mobile Tester- is responsible for testing the product on different mobile devices
- Pen Tester-is responsible for exposing all security flaws(SQL Injection, Cross scripting, session hijacking,etc) in the application

Testing Levels

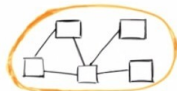
Unit
Testing



Integration
Testing

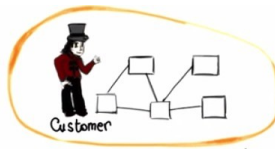


System
Testing



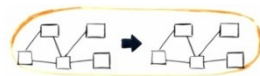
Testing Levels

Acceptance
Testing



Validation Testing

- Regression Testing
- Alpha Testing
- Beta Testing



Unit Testing

- Algorithms and logic
- Data structures(global and local)
- Interfaces
- Independent paths
- Boundary conditions
- Error handling

Integration Testing

Why Integration Testing ?

- One module can have an adverse effect on another
- Sub functions, when combined, may not produce the desired major function
- Individually acceptable imprecision in calculation may be magnified to unacceptable levels
- Interfacing errors not detected in unit testing may appear
- Timing problems(in real-time systems) are not detectable by unit testing
- Resource contention problems are not detectable by unit testing

Validation Testing

- Determine if the software meets all of the requirement defined in the SRS
- Having written requirements is essential
- Regression testing is performed to determine if the software still meets all of its requirements in light of changes and modifications to the software
- Regression testing involves selectively repeating existing validation tests, not developing new tests

Alpha and Beta Testing

- Its best to provide customers with an outline of the things that you would like them to focus on and specific test scenarios for them to execute.
- Provide with customers who are actively involved with a commitment to fix defects that they discover

Acceptance Testing

- Similar to validation testing except that customers are present or directly involved.
- Usually the tests are developed by the customer

Test Types

A test type is focused on a particular test objective, which could be any of the following:

- Functional Testing

- Non-Functional Testing

- Structural Testing

- Retesting related to Changes

Functional Testing

- The functions are what the system does
- Many be described in work products such as a requirements specification, use cases, or a functional specification
- Types of functional testing include:
 - Security Testing- Investigates the functions relating to detection of threats, such as viruses, from malicious outsiders
 - Interoperability Testing - Evaluates the capability of the software product to interact with one or more specified components or systems.

Non-Functional Testing

- It is the testing of "how" the system works
- Non-functional testing includes, but is not limited to:
 - Performance Testing- How many users can connect to the system and how will that affect the performance of the software
 - Load Testing - How will the system perform if we do a single transaction so many times
 - Stress Testing - How will the system perform under very tough circumstances, many users, many transactions, low memory,..etc
 - Usability Testing- Is the system easy to use
 - Maintainability Testing- Is the system easy to maintain if we need to fix a defect
 - Reliability Testing- Is the system reliable or does it crash eventually
 - Portability Testing - Is the system easy to port from one platform to another

Structural Testing

- Coverage is the extent that a structure has been exercised by a testing, expressed as a percentage of the items being covered
- If coverage is not 100%, then more tests may be designed to test those items that were missed to increase coverage.

Retesting related to Changes

- After a defect is detected and fixed, the software should be re-tested to confirm that the original defect has been successfully removed. This called confirmation testing or retesting
- Regression testing is the repeated testing of an already tested program, after modification, to discover any defects introduced or uncovered as a result of the changes

Testing Types Vs Test Levels

What kind of test types will be performed at each test levels ?

- Functional Testing
- Non-functional Testing
- Structural Testing
- Retesting related to changes

Testing Techniques

Two Important techniques of testing:

- 1 Black box testing
- 2 White box testing

Black Box Testing

- Based on a description of the software(specification)
- Cover as much specified behavior as possible
- can not reveal errors due to implementation details

Black Box Testing Limitation

Specification: inputs an integer and print it

Example:

```
1. void printNumBytes(param) {  
2.     if(param < 1024) printf("%d",param )  
3.     ;else printf( "%dKB",param / 1024);  
4. }
```

Limitation

It doesn't reveal errors hidden in the implementation details

White Box Testing

- Based on the code
- Cover as much coded behavior as possible

White Box Testing Limitation

Specification: inputs an integer param and returns half of its value if even, its value otherwise

Example:

```
1. void fun(int param) {  
2.     int result;  
3.     result=param/2;  
4.     return result;  
5. }
```

Limitation

It doesn't reveal errors due to missing paths

Seven Testing Principles

- 1 Testing shows presence of defects
- 2 Exhaustive testing is impossible
- 3 Early testing
- 4 Defect clustering
- 5 Pesticide paradox
- 6 Testing is context dependent
- 7 Absence of errors fallacy

Stages of Testing

- Test Planning
- Analysis and Design Implementation
- and Execution Evaluating exit criteria
- and Reporting Test Closure activities
-

Test Planning Activities

- Defining the Scope of Project
- Determine Test Approach
- Defining Test Strategy
- Determine Test Resources
- Define Exit Criteria

Analysis and Design

- Analysis of Business requirements
- Designing Test Scenarios
- Creating Test Data
- Designing Testcases based on Scenarios
- Test Environment Setup

Analysis and Design

- Executing the Testcases in givenTimeline
- Prioritizing the Testcases
- Writing Automation scripts if necessary
- Defect Logging and Tracking
- Test Case Status Reporting

Evaluating exit criteria and Reporting

- To check the test Status against the exit criteria specified in test planning.
- To assess if more test are needed or if the exit criteria specified should be changed.
- To write a test summary report for stakeholders.

Evaluating exit criteria and Reporting

- To finalize and archive testware such as scripts, test environments, etc. for later reuse.
- To handover the testware to the maintenance organization. They will give support to the software.
- To evaluate how the testing went and learn lessons for future releases and projects.

Testing Methodologies

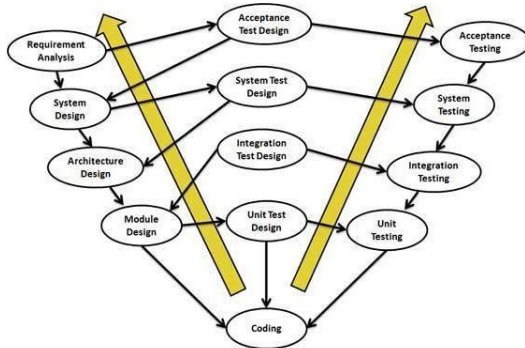
- Waterfall model
- Iterative Model
- Agile

Verification and validation VandV

check during development if the product:

- Meets its specifications
- Delivers the functionality expected by the people paying for this product

The classical V model



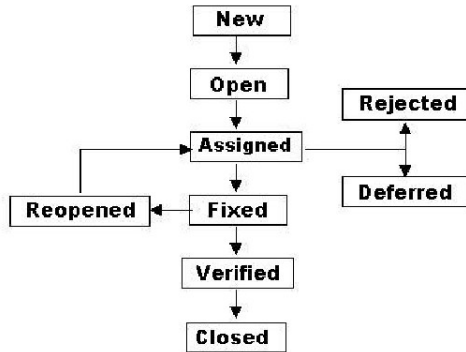
Verification

- evaluates a component or system to determine whether the products of a given development phase satisfy the conditions imposed at the start of each phase
- Are we building the system right?

Validation

- Process of evaluating a system or component during or at the end of development process to determine whether it satisfies specified requirements
- Are we building the right system?

Defect Life Cycle



Defect Life Cycle

- New: QA raised the Defect -
- Open : Test Manager/Developer changes the status
- Assigned – Developer – he will work on it
- Fixed- 26th February Build
- Verification : Once you verify
- Closed

Defect Template

Description:	
Steps to Reproduce:	
Test Data:	
Expected Result:	
Action Result:	
Screen shot:	
Time stamp:	
Assigned to:	
Severity :	
Priority :	

Defect Template Example

Description:	Password reset happening after clicking on cancel
Steps to Reproduce:	login till clicking on cancel
Test Data:	user id , password
Expected Result:	Password reset should not happen
Action Result:	Password reset is happening
Screen shot:	image or video
Time stamp:	
Assigned to:	Test Manager/Developer
Severity :	low medium high
Priority :	high