

MSLW Certification in Manual Testing

- ☐ Fundamentals of Testing
- ☐ Testing Throughout SDLC
- ☐ Static Testing Techniques
- ☐ Test Design Techniques
- ☐ Test Management
- ☐ Tool Support for Testing
- ☐ Test Management Tool – Quality Center

Fundamentals of Testing

Learning Objectives

Introduction

Fundamentals of Testing

- Why is Testing Necessary?
- Role of Testing in Software Development
- Testing Principles
- Fundamental Test Process
- Testing Vocabulary

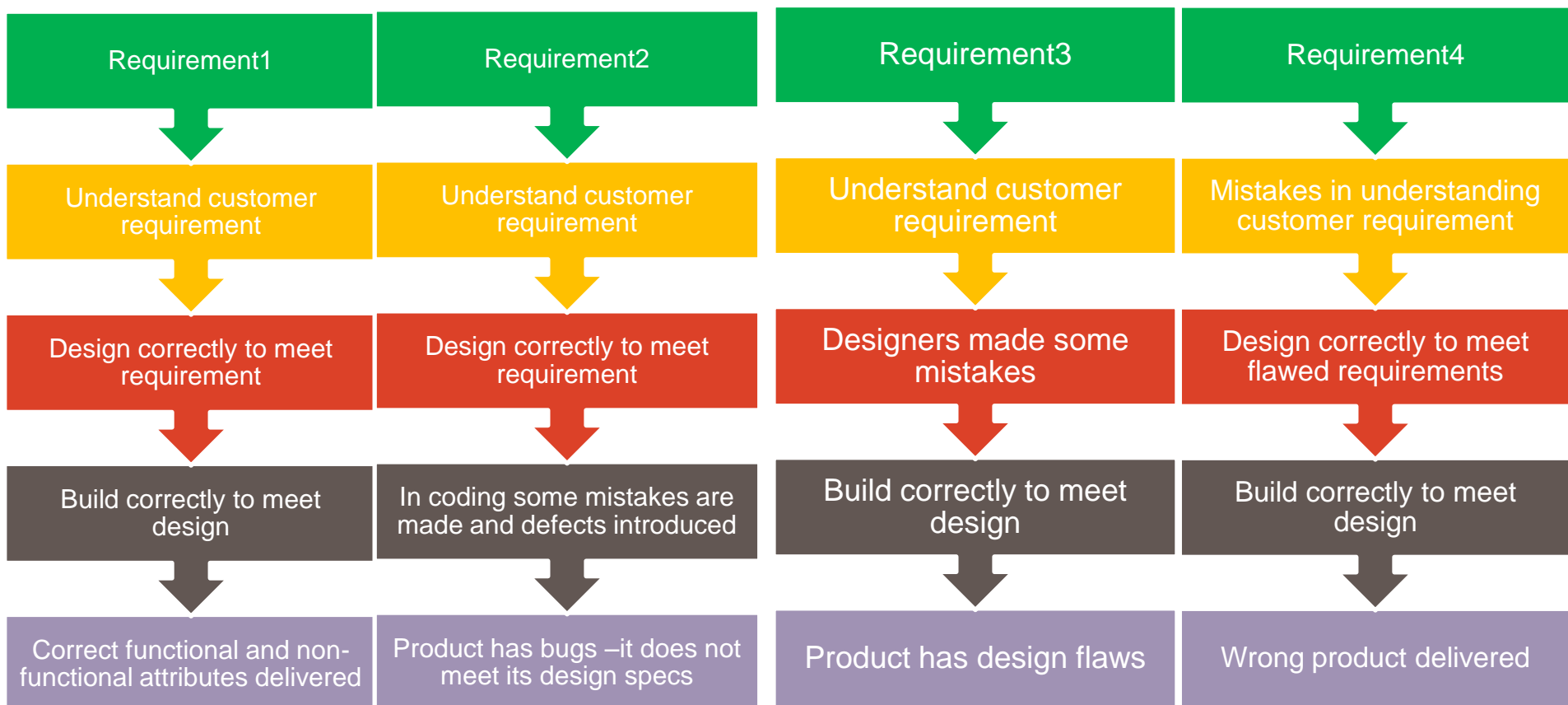
Introduction

Software testing is a **process** used to help identify correctness, completeness, security and quality of developed computer software.

- It proves presence of defects **not** their absence.
- It is constructive destructive process.
 - Well constructed and executed test is successful when it finds defects that can be fixed.
 - An unsuccessful test is the one that found no defects.
[the concept of a program without errors is unrealistic]
- It is program execution with the intent of finding defects.
 - We tend to select test data that have low probability of causing the program to fail.

Why is testing necessary?

□ When do defects arise? {When We test the product meets its requirements}



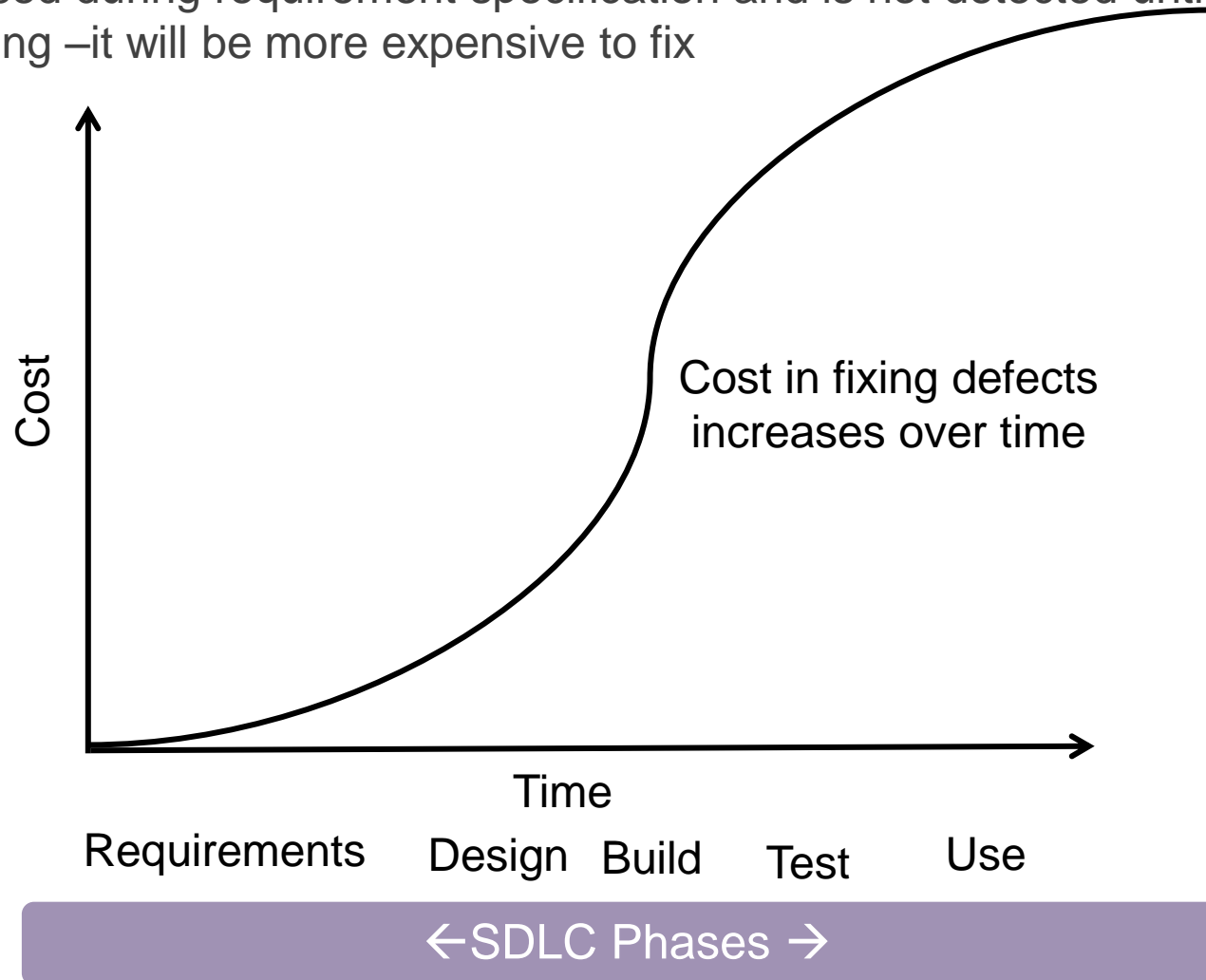
Defect correction easy
–tester will fix

Hard to correct
Because
design changes
required

Acceptance testing
failure; very costly defects

Contd..

- ❑ Impact of defects
- ❑ A defect introduced during requirement specification and is not detected until acceptance testing –it will be more expensive to fix



Contd..

| Phase | Errors passed in | Errors amplified | Errors introduced | % of errors found in testing |
|----------|------------------|------------------|-------------------|------------------------------|
| Analysis | 0 | 0 | 10 | 0% |

let 10 errors introduced in analysis phase; 6 are crept into design phase remaining 4 of them get amplified by 50%.

| Phase | Errors passed in | Errors amplified | Errors introduced | % of errors found in testing |
|--------|------------------|------------------|-------------------|------------------------------|
| Design | 6 | 6 | 25 | 0% |

out of 37 passed to coding phase, 10 are passed as it is; remaining 27 of them get amplified by 300%.

| Phase | Errors passed in | Errors amplified | Errors introduced | % of errors found in testing |
|--------|------------------|------------------|-------------------|------------------------------|
| Coding | 10 | 81 | 25 | 20% |

out of 116, 20% are detected by testing and rest of 93 passed to integration phase as is;
Integration phase will not have any amplification.

| Phase; | Errors passed in | Errors amplified | Errors introduced | % of errors found in testing |
|-------------|------------------|------------------|-------------------|------------------------------|
| Integration | 93 | 0 | 0 | 50% |

No of errors passed to system test phase are 50% of 93; no amplification of errors; 24 defects delevered to customer

| Phase; | Errors passed in | Errors amplified | Errors introduced | % of errors found in testing |
|--------|------------------|------------------|-------------------|------------------------------|
| Systst | 47 | 0 | 0 | 50% |

Contd..

- ☐ We use testing to help us find faults and potential failures during software development, maintenance and operations.
- ☐ We do testing to reduce risk of failures occurring in an operational environment
- ☐ Fixing a defect has some chance of introducing another defect/being done incorrectly /incompletely (due to work pressure)
- ☐ Work pressure
 - ☐ Time, budget, pressure to deliver a technical solution that meets customer's needs
- ☐ **How much testing is enough?**
 - ☐ We use risks and priorities to focus testing efforts
 - ☐ Testing all combination of inputs, pre-conditions is not feasible
 - ☐ Risk assessment help us to find how much of testing to do
 - Risk for the customers, the stakeholders, the project and the software

Seven Principles of Testing

Principle 1: Testing shows presence of defects

- “Testing can show the presence of bugs. It can never show absence of bugs” –Edger W. Dijkstra

Principle 2: Exhaustive testing is impossible

- Instead of exhaustive testing we use risks and priorities to focus testing efforts

Principle 3: Early testing

- Test planning can occur as soon as SW requirements have been established
- Test case design happens as soon as SW design has been defined.
- Mistake –Thinking of testing only after completion of coding

Principle 4: Defect clustering

- A small number of modules contain most of the defects discovered during pre-release testing or show the most operational failures.

Principle 5: Pesticide paradox

- If the same tests are repeated over and over again, eventually the same set of test cases will no longer find any new bugs
- Test cases need to be reviewed and revised, and new and different tests need to be written to exercise the different parts of the SW, potentially to find more errors

Principle 6: Testing is context dependent

- Safety critical software is tested differently from an e-commerce site

Principle 7: Absence of errors fallacy

- Finding and fixing defects does not help if the system built is un-usable/does not fulfill the users' needs and expectations

Fundamental Test Process

Sequential steps of the fundamental test process are:



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graph TD; A[Planning and control] --> B[Analysis and design]; B --> C[Implementation and execution]; C --> D[Evaluating exit criteria and reporting]; D --> E[Test closure activities];
```

Planning and control

Analysis and design

Implementation and execution

Evaluating exit criteria and reporting

Test closure activities

Test planning and control

Test Planning

- Test Planning is the activity of defining the objectives of testing and the specification of test activities in order to meet the objectives and mission.
- Test plan is a document detailing a systematic approach to testing a system.
- A test plan documents the strategy that will be used to verify and ensure that a product or system meets its design specifications and other requirements.



Test Plan

Test Control

- Test control is the ongoing activity of comparing actual progress against the plan, and reporting the status, including deviations from the plan.
- It involves taking actions necessary to meet the mission and objectives of the project.
- In order to control testing, the testing activities should be monitored throughout the project.
- Test planning takes into account the feedback from monitoring and control activities

Test Process – Test Analysis and Design

- ❑ Test analysis and design is the activity during which general testing objectives are transformed into tangible **test conditions** and **test cases**.
- ❑ It has the following major tasks:
 - ✓ Reviewing the test basis (such as requirements, risk level, risk analysis reports, architecture, design, interface specifications).
 - ✓ Evaluating testability of the test basis and test objects.
 - ✓ Identifying and prioritizing test conditions based on analysis of test items, the specification, behavior and structure of the software.
 - ✓ Designing and prioritizing high level test cases.
 - ✓ Identifying necessary test data to support the test conditions and test cases.
 - ✓ Designing the test environment setup and identifying and required infrastructure and tools.
 - ✓ Creating bi-directional traceability between test basis and test cases.

Test Process – Test Implementation and Execution

- ❑ Test implementation and execution is the activity where test procedures or scripts are specified by combining the test cases in a particular order for execution.
- ❑ It has the following major tasks:
 - ✓ Finalizing, implementing and prioritizing test cases (including the identification of test data).
 - ✓ Developing and prioritizing test procedures, creating test data and, optionally preparing test harnesses and writing automated test scripts.
 - ✓ Creating test suites from the test procedures for efficient test execution.
 - ✓ Verifying that the test environment has been set up correctly.
 - ✓ Verifying and updating bi-directional traceability between test basis and test cases.
 - ✓ Executing test procedures either manually or by using test execution tools, according to the planned sequence.
 - ✓ Logging the outcome of test execution and recording the identities and versions of the software under test, test tools and testware.
 - ✓ Comparing actual results with expected results.
 - ✓ Reporting discrepancies as incidents and analyzing them in order to establish their cause.
 - ✓ Repeating test activities as a result of action taken for each discrepancy.

Example: Re-execution of a test that previously failed in order to confirm a fix.

Test Process – Evaluating Exit Criteria and Reporting

- ☐ Evaluating exit criteria is the activity where test execution is assessed against the defined objectives.
- ☐ This should be done for each test level.
- ☐ It has the following major tasks:
 - ✓ Checking test logs against the exit criteria specified in test planning.
 - ✓ Assessing if more tests are needed or if the exit criteria specified should be changed.
 - ✓ Writing a test summary report for stakeholders.



Test Closure Activities

- ❑ Test closure activities collect data from completed test activities to consolidate experience, testware, facts and numbers.
- ❑ Test closure activities occur at project milestones such as when a software system is released, a test project is completed, a milestone has been achieved, or a maintenance release has been completed.
- ❑ It has the following major tasks:
 - ✓ Checking which planned deliverables have been delivered.
 - ✓ Closing incident reports or raising change records for any that remain open.
 - ✓ Documenting the acceptance of the system.
 - ✓ Finalizing and archiving testware, the test environment and the test infrastructure for later reuse.
 - ✓ Handing over the testware to the maintenance organization.
 - ✓ Analyzing lessons learned to determine changes needed for future releases and projects.
 - ✓ Using the information gathered to improve test maturity.

Testing Vocabulary

- ❑ **Error:** Human action that produces an incorrect result
- ❑ **Defect:** A flaw in component/system that can cause component or system to fail perform its required function –When a defect is encountered during execution, it may cause a failure of component/system
- ❑ **Failure:** Deviation of component/system from its expected delivery, service or result.
 - ❑ Failures need not necessarily be caused by defects; can also be caused due to
 - ❑ Environmental conditions{ex: radiation burst, pollution etc..}
 - ❑ Intentional damages{ ex: misinterpretations of outputs; wrong input}
 - ❑ In ability of our brains to handle complexity –brain can only deal with a reasonable amount of complexity
- ❑ **Quality:** The degree to which a component/system/process meets specified requirements and/or user/customer needs and expectations
 - ❑ Quality of SW is measured in terms of No. of defects found, test runs, system coverage
- ❖ **Metric to measure efficiency of testing is Defect Removal Efficiency (DRE)**
factor = $N_d / (N_r + N_d)$ where, N_d is number of defects detected and N_r is number of defects remaining.

Thank you

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Safe Harbor

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