

# **Introduction to IT. Companies and projects. The concept of testing. The main ISTQB standards**

## **Assignment**

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- Complete the tasks of the previous two levels.. ✓
- Explain the importance of 2-3 testing principles of your choice. Give examples from your own experience.

### **I. : No 2 - ISTQB Seven Testing Principles Chapter 1.3 Exhaustive testing is impossible.**

I picked a simple, manual test technique to reload a webpage until the server could not handle all my requests anymore and returned the error code 429 Too Many Requests:

I understand that exhaustive testing sounds impossible, but it relies on various contexts which are trivial (I can test this infinitely but I can't test this infinitely.).

My context/tools of testing for this failure was unfit, in the first place, to be considered exhaustive. It's impossible for me as a human to hit reload with my mouse a million times at unreal click speed.

The trivial case, where exhaustive testing can be possible, is if I can automate my test with a script that reloads the page by itself as many times as necessary for the server to reach failure.

### **II. : No 3 - ISTQB Seven Testing Principles Chapter 1.3 Early testing saves time and money**

Going back to my example of the motion-detector, this principle sustains the idea that, if in any case, a feature to detect small kittens will eventually be insisted to be implemented, it would take time, effort, resources, and money to be fully validated and accepted by users. If the company had in consideration to test this kitten's detection "feature" in advance, it would not raise the efforts and investments to integrate this feature into the whole system and repeat the complete QA and other processes. Skipping the little kitten's fault, early tests could've proved that the system doesn't recognise all kinds of shapes and sizes in its detection.