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

Assignment

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- Complete the task of the previous level. ✓
- Make a **comparative table** of different types of companies. Indicate the pros and cons of each of them (from the employee's point of view).

TYPE OF COMPANY	PROs	CONs
PRODUCT	Solid foundation, defined hierarchy and attributions, contract benefits	Changing technologies, complex communication with team/s
STARTUP	Opportunities for innovations, smaller team and easier collaboration	Uncertainties of success, long working hours, instability in hierarchy or structure
OUTSOURCE	Be part of a team while working for multiple companies and/or projects	Unfit projects, workload and time management
OUTSTAFF	Selective working projects and allocated time, individual work and decision making	Temporary projects, lack of contract benefits, absence of teamwork
ACADEMY	Impactful work, personal and professional growth contribution toward students, expertise in certain IT skills and subjects	Limited interaction, absence of in-person reach, technical challenges
RECRUITMENT AGENCY	Exposure to industry knowledge, trends, roles and technologies Wider networking opportunities	Workload, limited decision making, demanding interpersonal skills

- Give **examples** of unsuccessful product **validation** or **verification** that you have encountered in your life.

Validation :
From my personal experience with *embedded products*, an unsuccessful Validation can be described with the following example:

I bought a radio modulator for my car, the product was marketed and presented in its tech specifications that it has an English voice-assistant.
In practice, when I started using this modulator, I noticed the voice-assistant spoke indeed the English language but with lots of inflexions, slurred words and unclear tone of voice. Therefore, its Verification test was passed for English requirements, it was implemented with the English vocabulary but it did not meet my expectation of clear spoken language and mostly disrupted my driving focus.

Verification :
From my personal experience with *embedded products*, an unsuccessful Verification can be described with the following example:

A motion detector system, installed in our home, did not recognise the movements from a smaller pet (a small kitten). I assume with this example that the specifications of this product did not meet a certain user-case or resource to have the implementation of a more complex motion-detecting technology.
Although the motion detector works as advertised, it has not failed its main purposes since I had in mind (as a customer) that it should detect any kind of motion but not this trivial case (it detects motion it does not detect motion). So I assume that, when the product's plan for the Verification test was created, it passed as valid without considering exceptional motion-detection calculations (for kittens) - full requirements were NOT met.
Therefore, it has landed in its Validation test state, where it passed the motion-detection performance, load, volume and security aspects, and then it was released to us (customers).

To sum up, this product was indeed valid, for its main purposes and has satisfied the other main user's needs. My particular case of dissatisfaction has not lended me to report that it is faulty but has lend me to show this example of Verification as unsuccessful, I might be wrong in my example because it's not analyzed in-depth with the exact theory behind motion detection and its requirements, but on the surface with the mindset of a customer I leave it as an example.

I revised my real life examples according to the class today, where you made it more clear to me the differences between those terms.
Thank you ! 😀