# CyberLogitec



## Fundamentals of Testing

**Quality Control Training Programs** 



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### **Overview**



**Development Software** 



- **Testing Principles**
- Test Process
- Test Levels
- Test Types



**End Users** use **Software** 

### Outline

#### Lession 02

#### 2.1 What is Software Testing – Who is Tester

- 2.2 Why is Testing necessary
- 2.3 Testing Principles
- 2.4 Test Process
- 2.5 Test Levels
- 2.6 Test Types
- 2.7 The Psychology of Testing
- 2.8 Manual Testing & Automted Testing

### What is Software Testing

- Software Testing is a method to check whether the actual software product matches expected requirements and to ensure that the software product is defect-free.
- It involves the execution of software/system components using manual or automated tools to evaluate one or more properties of interest.



#### Who is Tester

- Quality Assurance A process for providing adequate assurance that the software products and processes in the product life cycle conform to their specific requirements and adhere to their established plans.
- Quality Control A set of activities designed to evaluate a developed working product

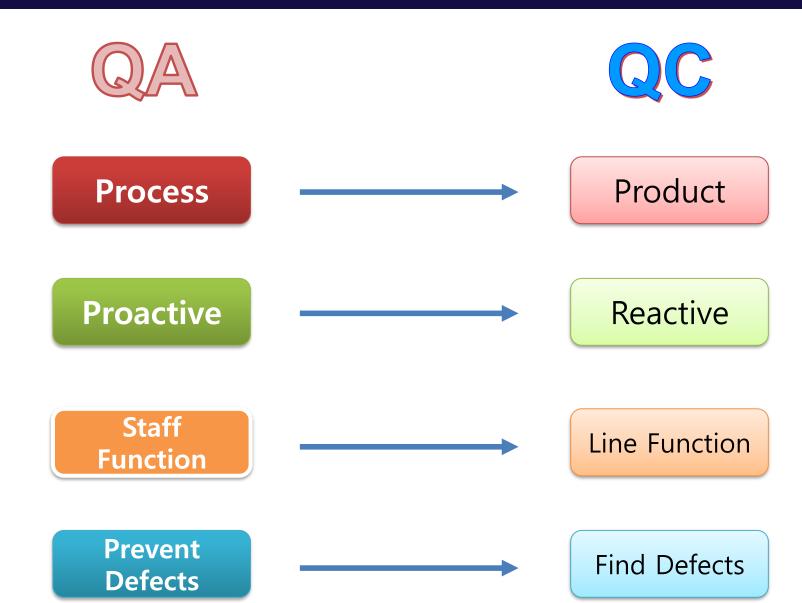
The key difference to remember is that

**Quality Assurance is interested in the process** 

whereas

**Quality Control is interested in the product** 

### QA vs QC



### Typical Responsibilities of a Tester

#### Find Problems

- Find bugs
- Find design issues
- Find more efficient ways to find bugs

#### Communicate Problems

- Report bugs and design issues
- Report on testing progress
- Evaluate and report the program's stability

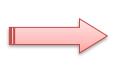
#### More Senior Testers Manage / Supervise Testing Projects

- Prepare test plans and schedules
- Estimate testing tasks, resources, time and budget
- Measure and report testing progress against milestones
- Teach other testers to find bugs



### Typical Responsibilities of a Tester

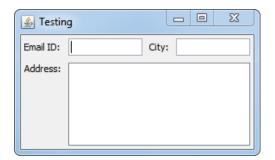
#### - Find Problems



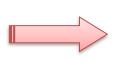
Technical skill

Domain knowledge

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Communicate Problems



Report skill

Communicate skill

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- More Senior Testers Manage / Supervise Testing Projects



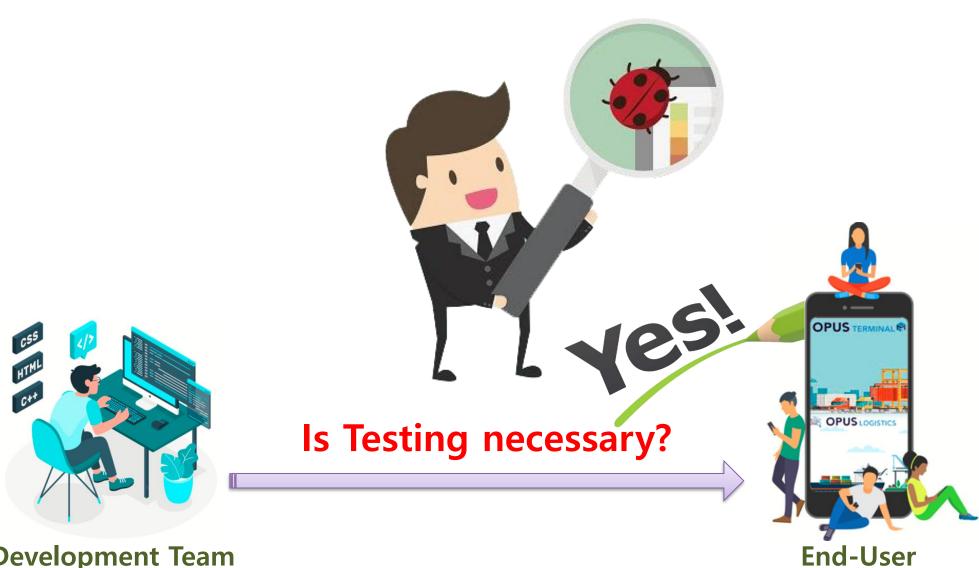
Leadership

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**Development Team makes the Software** 

uses the Software



## Ô tô, xe máy "chôn chân" trước cổng sân bay Tân Sơn Nhất…vì phần mềm thu phí bãi xe trục trặc

Thứ Bảy, ngày 21/05/2022 22:43 PM (GMT+7)



Các phương tiện xếp hàng dài, "chôn chân" ở khu vực lối ra vào sân bay Tân Sơn Nhất do trục trặc phần mềm kỹ thuật thu phí nhà giữ xe sân bay.

Sự kiện: Tin ngắn



Số hóa > Công nghệ

Thứ hai, 31/3/2003, 14:00 (GMT+7)

### Sự cố tên lửa Patriot có thể do lỗi phần mềm

Sở Chỉ huy Trung ương Mỹ cho biết quân đội nước này đang điều tra khả năng lỗi phần mềm đã khiến hệ thống tên lửa <u>Patriot</u> bắn nhầm máy bay của Anh. Tuy nhiên, họ không loại trừ những nguyên nhân khác.



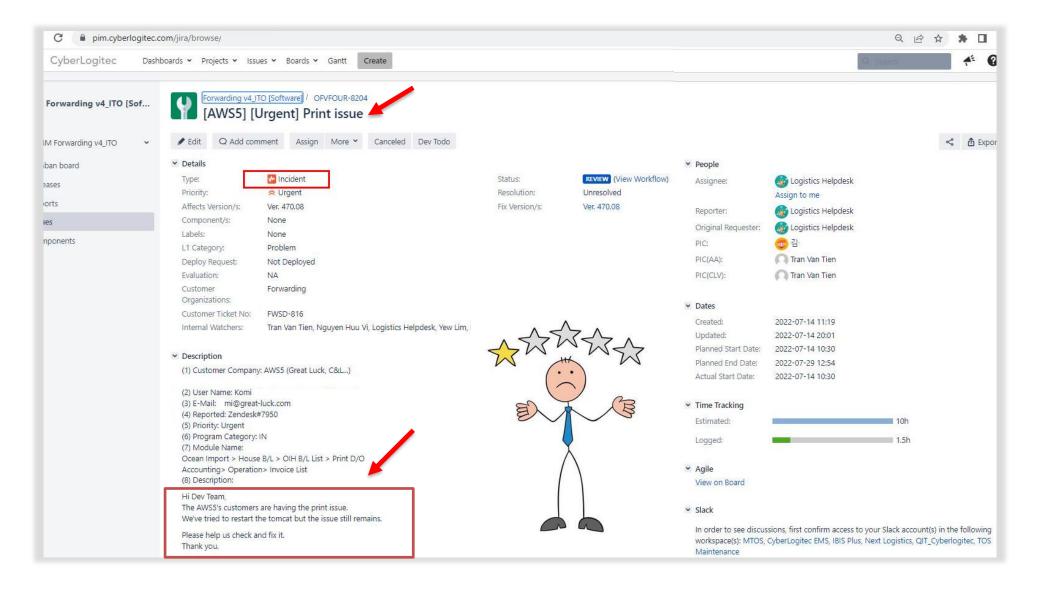
Tên lửa Patriot tại căn cứ Ali Al-Salem.

Ngày 23/3, tên lửa Patriot ở biên giới Kuwait đã bắn nhằm máy bay chiến đấu Tornado GR-4 của không quân Hoàng gia Anh bay từ Iraq về, khiến 2 phi công thiệt mạng.

Ngày 24/3, máy bay chiến đấu F-16 của Mỹ buộc phải phá huỷ hệ thống radar của Patriot sau khi viên phi công thấy tên lửa "nhằm vào" mình. Cả khẩu đội Patriot đã phải chạy trốn đạn pháo của F-16. Lúc đó, Patriot hoạt động "gần như tự động".

Ngày 25/3, tờ Washington Post trích lời một quan chức giấu tên của Lầu Năm Góc nói rằng nguyên nhân gây ra tại nạn nói trên "rõ ràng là do lỗi phần mềm điều khiến hệ thống tên lửa". Website của Đài phát thanh Australia cũng dẫn lời một sĩ quan không quân Hoàng gia Anh rằng phần mềm đã xác định nhằm máy bay Tornado là tên lửa của Iraq.













The important reasons as to why software testing must be considered mandatory

- To gain customer confidence
- To check software adaptability
- To identify errors
- To accelerate software development
- To avoid risks
- To avoid extra costs
- To optimise business







### **Objectives of Testing**

#### The Objective of Testing a Program is to Find Problems

Finding problems is the core of your work.

The more serious the problem tester finds, the better tester is.



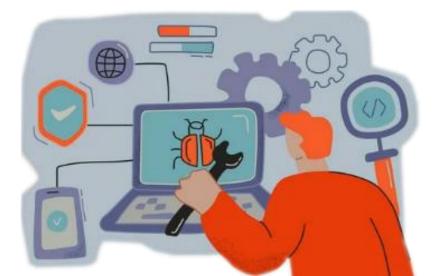
### **Objectives of Testing**

### The Purpose of Finding Problems is to Get Them Fixed

The point of the exercise is quality improvement!

The best Tester is not the one who finds the most bugs or who embarrasses the most programmers.

The best Tester is the one who gets the most bugs fixed.



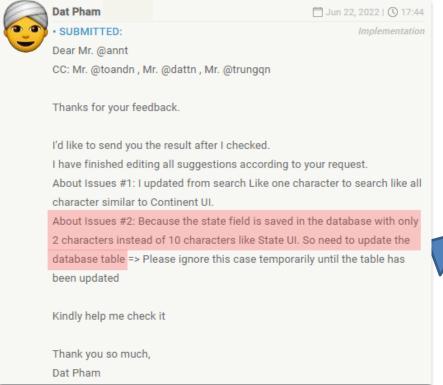


## **Objectives of Testing**





Description	Steps	Actual	Expected	Remark
	Precondition:  1/ Select Company name = Cyberlogitec Global  Steps:  1. Open: Location screen  2. Click on Add button  3. Input valid data into the required fields  4. Select State Code = HANOICCITY  5. Click on Save button		The data should be saved successfully	The issue only occurs when users select the State Code, which has more 2 characters. If users select the State Code, which has 2 characters. The data can be saved successfully.
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### Outline

#### Lession 02

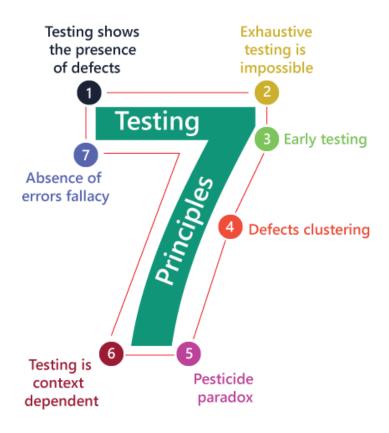
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#### What is principles?

The principle is rule/law which has to be followed for developing the best system.



#### #1. Testing shows the presence of defects

Testing is a process that shows the presence of defects in the application.

It shows the defects but cannot prove that there are no defects.

Meaning that the testing team cannot say that the product is 100% defect-free. It reduces the number of undiscovered defects in the application.

You cannot assume that the tested application is 100% error-free, even though testing is done. Therefore, design the needed test cases to find the defects as much as possible.



#### #2. Exhaustive testing is impossible

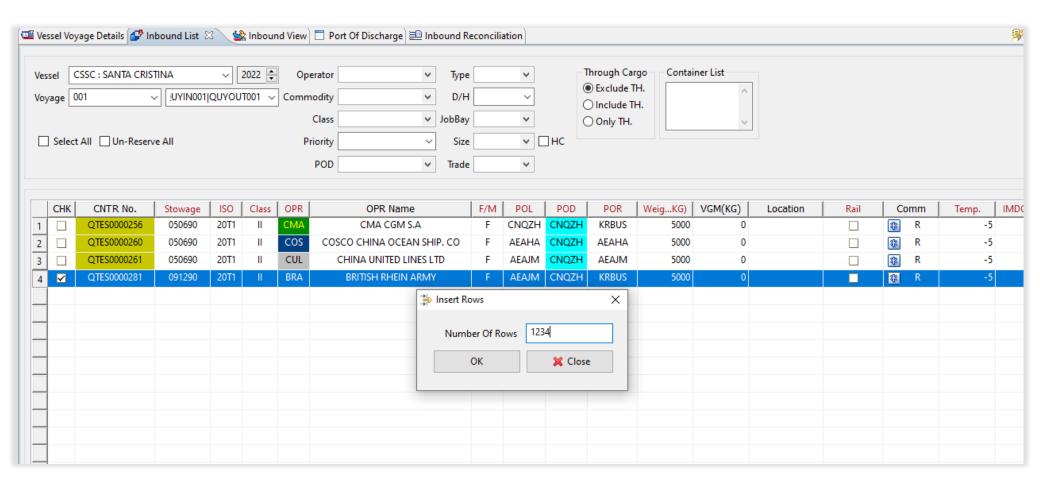
There is less possibility of testing with combinations of inputs, data, test scenarios, and preconditions as they will take more time to test the process.

Because of this reason, test effects called risk and priorities are used to test important features.

So, accessing and managing risk is considered as the most important and essential activities for testing in any project.

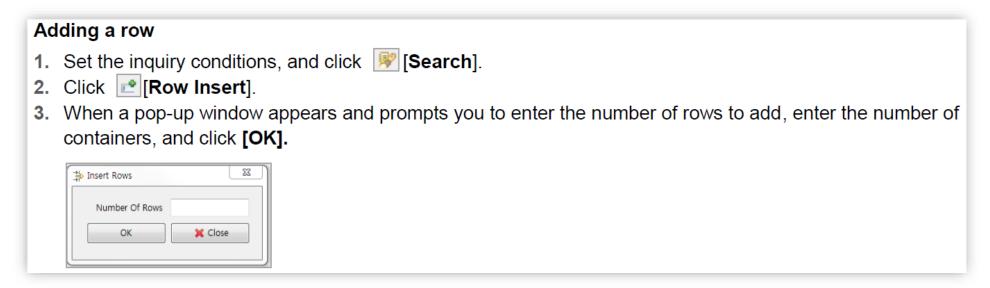
#### #2. Exhaustive testing is impossible

#### **EXAMPLE**



#### #2. Exhaustive testing is impossible

### EXAMPLE



Don't allow users to enter numbers greater than 1000 and less than 0

To test all cases, you would need more than 1000 numbers

But, timescales would never allow testing a large number of cases.

#### #3. Early testing saves time and money

In this stage, testing activities will be conducted in the software to find the defects as soon as possible and to focus on defined objectives.

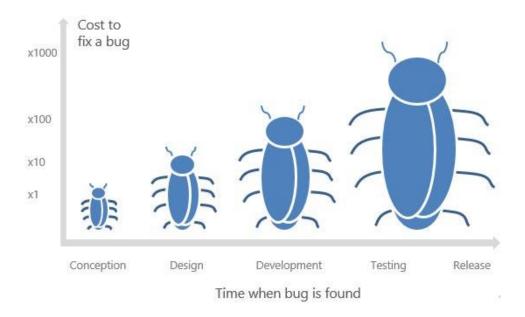
Testers can start testing the products if they have the availability of product requirements or documents.

The main advantage of early testing is testers can easily detect errors, bugs and help in each level of development with fewer costs and efforts.

#### #3. Early testing saves time and money

If errors are found in an initial stage of the development life cycle, then it will be easier and cheaper to fix, and also, the cost of quality will be less.

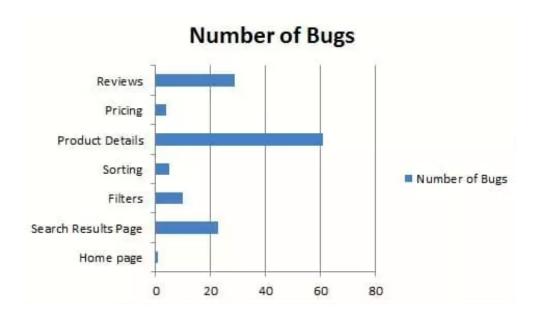
Otherwise, if they found late, then you need to change the whole system process.



#### #4. Defects cluster together

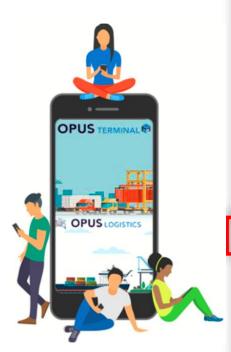
A small number of modules usually contains most of the defects discovered during pre-release testing or is responsible for most of the operational failures.

In the Pareto Principle application, software testing is approximately 80:20, which means 80% of the problems are found due to 20% of the modules.



#### #4. Defects cluster together

EXAMPLE



■ OPUS Logistics ™ for CYBERLOGITEC						
% Sales	>	Operation	General/Admin	Banking		
Ocean Export	>	A/R Invoice Entry	G&A A/R Invoice Entry	Deposit Entry		
Ocean Import	>	A/P Invoice Entry	G&A A/P Invoice Entry	Deposit List		
		Debit/Credit Entry	G&A Invoice List	Payment List		
Air Export	>	Invoice List  Payment Verification  Tax Invoice Entry  Tax Invoice List		Payment List		
Air Import	>			Payment History  Deposit Lv2 Entry		
✓ Inventory	>			Deposit Lv2 List		
				Payment Lv2 Entry		
Warehouse	>			Payment Lv2 List		
Local Transport	>			Payment Lv2 History		
				Payment Lv3 Entry		
Support	>			Payment Lv3 List		
Accounting		7		Bank Batch Processing		
The Precounting		_		Bank Clear By Excel		
Performance	>			Bank Reconciliation		
Master Code	>			Multi Bank Deposit/Payment Entry		
IIIIII Master Code				Multi Bank Deposit/Payment List		
Administration	>					

#### #4. Defects cluster together

Defect clustering uses the knowledge and experience of the testing team to recognize the potential modules to test.

That forecast can help save time and effort as the team only needs to focus on those "sensitive" areas.

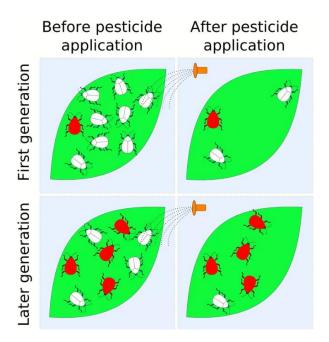
There is a small drawback of this phase when testers focus on a small area of the team; they may fail to miss the bugs from other areas.

#### **#5.** Beware of the pesticide paradox

If the same tests are repeated over and over again, eventually these tests no longer find any new defects.

To detect new defects, existing tests and test data may need changing, and new tests may need to be written.

Tests are no longer effective at finding defects, just as pesticides are no longer effective at killing insects after a while.



#### **#5.** Beware of the pesticide paradox

#### **EXAMPLE**

**Testcase 1**: Fill in the textbox by Inputting from the keyboard

**Testcase 2**: Fill in the textbox by using "Copy – Paste"





#### #6. Testing is context dependent

Testing is basically content dependent.

Projects and Products include different elements, features, and requirements.

In this approach, different types of sites can be tested differently, and the same test cases cannot be applied for different projects.

#### **EXAMPLE**







#### #7. Absence-of-errors is a fallacy

Some organizations expect that testers can run all possible tests and find all possible defects, but principles 2 and 1, respectively, tell us that this is impossible.

Further, it is a fallacy to expect that just finding and fixing a large number of defects will ensure the success of a system.



