

# Software Testing sharing

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# Agenda

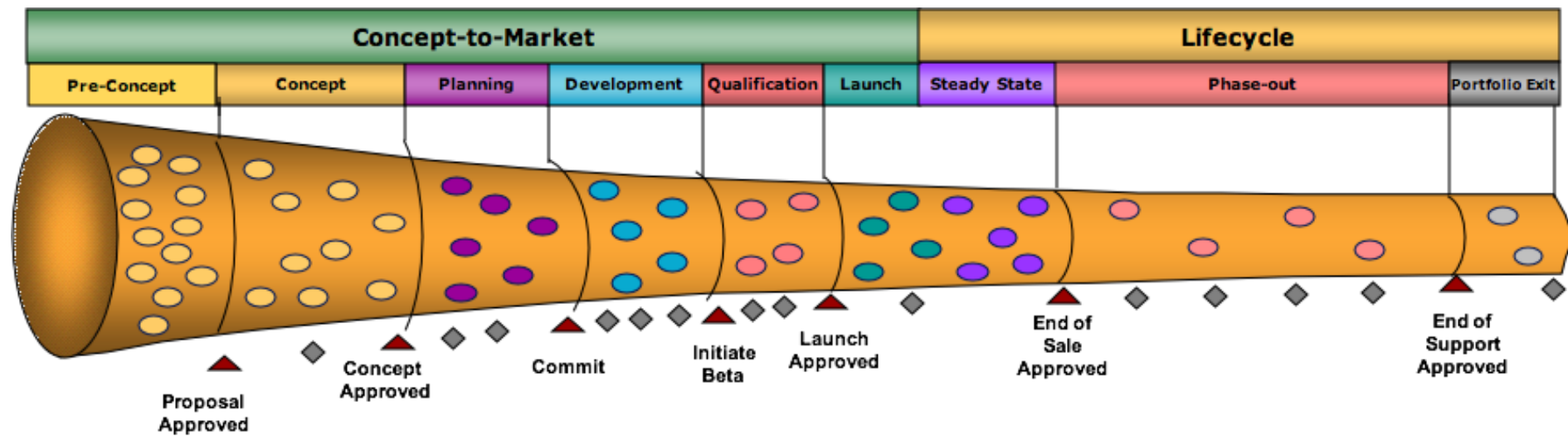
- ❑ Discussion
- ❑ Software lifecycle
- ❑ Test Reference Model
- ❑ System verification
- ❑ Testing principles
- ❑ QA & QC
- ❑ Do's and Don'ts



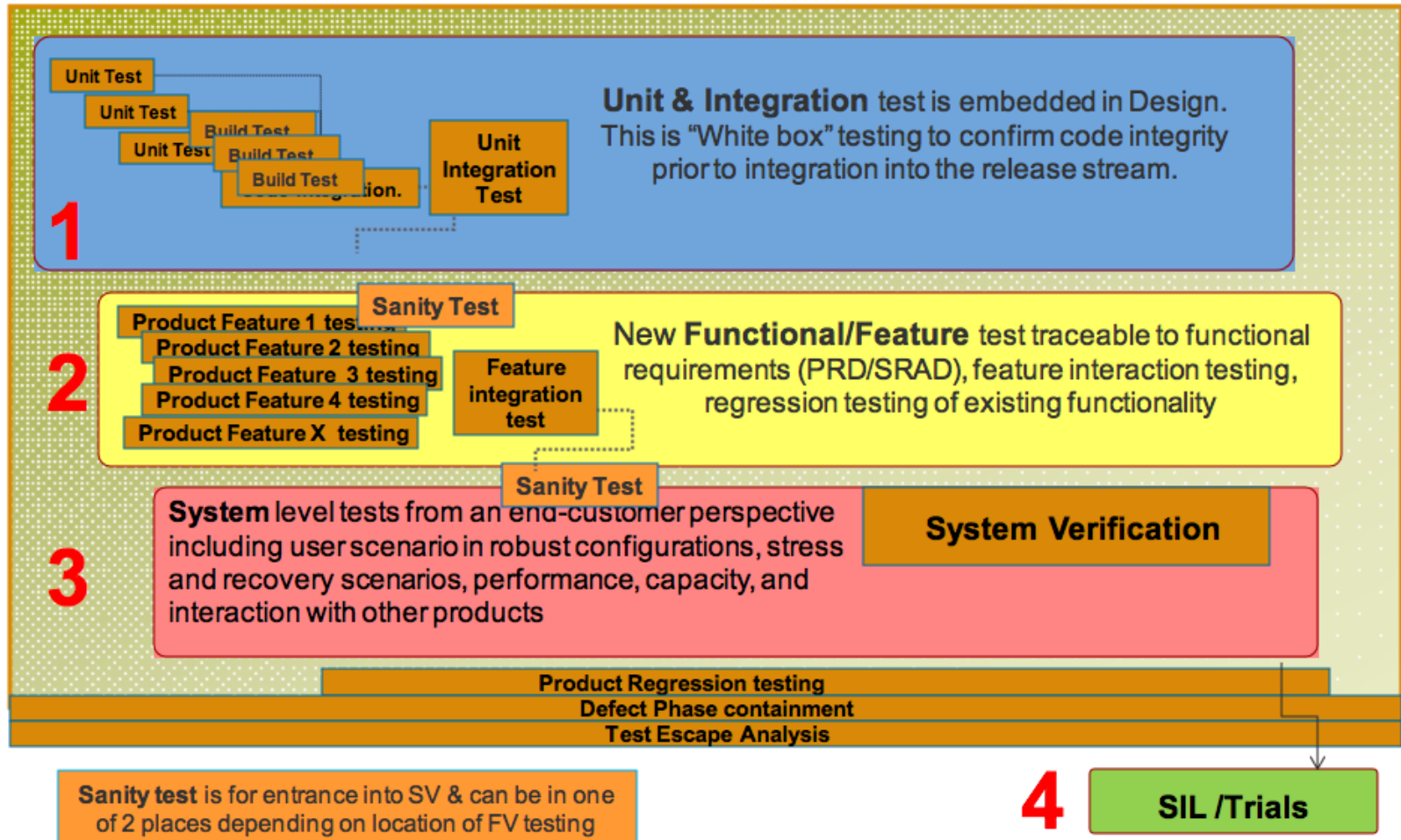
# Discussion

- ❑ Why is Tester important?
- ❑ Developer and Tester
- ❑ Become a Tester

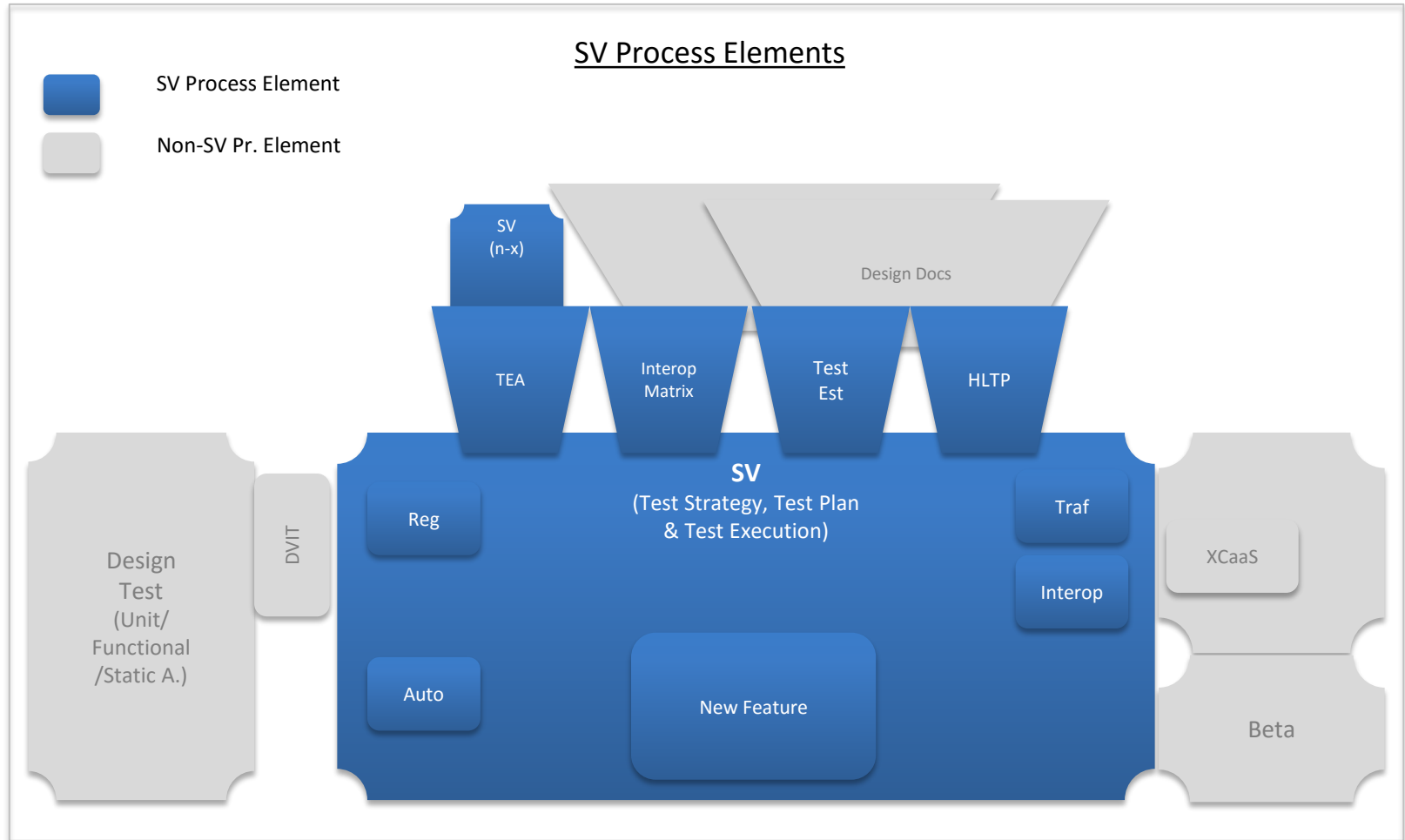
# Software lifecycle



# Test Reference Model



# System verification





# Testing principles

- ❑ Testing shows presence of defects
- ❑ Exhaustive testing is impossible
- ❑ Early testing
- ❑ Defect clustering (80/20)
- ❑ Pesticide paradox
- ❑ Testing is context dependent
- ❑ Absence-of-errors fallacy

# Quality Assurance & Quality Control

## Quality Assurance:

- ❑ Ensuring quality in the processes
- ❑ A proactive quality process.
- ❑ To improve development and test processes
- ❑ Involve everyone on the team

## Quality Control

- ❑ Ensuring quality in product.
- ❑ A reactive process.
- ❑ To achieve and maintain the product quality, process and service.
- ❑ Involve a specific team





# Do's and Don'ts

- ❑ Communication:
  - ❑ Collaboration rather than battles –common goal
  - ❑ Neutral and fact-focused
  - ❑ Put into others' shoes
  - ❑ Acknowledge
- ❑ No assumption
- ❑ Think difference



**Thanks you**

Q&A