One of the most important concepts that new developers overlook is cross browser testing. While this is straightforward concept, in practice it can be a bit more difficult. Cross browser testing refers to testing your code against the most efficient amount of web browsers that makes sense for your client and users. This ensures that your web apps or sites are accessible to the greatest number of users. It is important to remember that you as a programmer are not going to be the user in most cases and because of this it is important to think about the variety of users and their technology capabilities.

Overall, 10 – 20 of the most common browsers tested should give a programmer the foundation and stability of their program while reaching the greatest number of clients and users. This doesn’t mean 10-20 completely different browsers but includes older version of the same browser as well. It is also important to note that testing should take place on the top platforms as well such as both the iOS and Android systems as well if there is any chance at all that users will be accessing the program from a mobile device.

Testing on one single browser is most often not recommended. This is due to the fact that users often have older browsers or use different browsers than that in which you may be programming with. As time moves on browser capabilities do seem to mesh together a bit more so testing on one browser may give you a better idea of what it may look like and how usability may function within another browser. The advantage with single browser testing is often that it takes a lot less time to test and this can be beneficial in a simple project or when speed is needed as the higher priority. Say in a minimally viable product (MVP).