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Quality is an essential aspect when planning and executing your project. Quality of a project not only has an effect on its users but also on the creator themselves. Everyday use of software teaches programmers and the common person that quality is important for the user experience. For example, you may be running YouTube on your phone and then it suddenly crashes. This can anger a user and result in bad reviews or publicity for the company and result in lower sells or downloads. Stated in the document was that quality has in software back in 2005-2006 and supposedly continue to this day. Excuses between developers and customers regarding bad practices or awful delivery dates. For this reason we cannot really blame either party as there needs to be a balance between the two to achieve the desired quality. There are two type of quality which are quality of design and conformance. Quality of design entails the project requirements, specifications, and design of system. Quality of conformance is a problem focused on implementation. Furthermore, in order to get user satisfaction you need a compliant product, good quality, as well as to deliver in in the allotted budget and time. This is all the basic run down on what quality entails and how import it is for a project.

There are important tests in order for software to have a good quality. Testing entails the exercises of a program in order to find errors before your deliver your product to the user. Testing shows a multitude of things for your program such as errors, performance, as well as the quality of your product. Testing needs to developer to perform effective technical reviews. What we know already is that testing starts at the component level and then towards the integration of the computer-based system. Likewise, testing practices are varying based on different approaches and points of time of the project. Debugging is also important for testing even if they are different activities. Testing entails verification as well as validation which represent whether you are building your project right or if you are building the right project. Furthermore, the people that test the software are the developer as well as an independent tester. An important way to test is to start with the small and then proceed to the large. These are all essential information that should be taken into consideration when testing your software and will lead to a higher quality product. This benefits the user as well as the creator.

Test plans and test cases are also two important aspects that should be looked at when creating your project. Test plans are what how you will ask your questions. You must know your domain, range, and establish your equivalence classes. The domain classes are valid, invalid, boundary conditions, error conditions, and fault tolerance. These test plan enable the creation of tests, prove testability, and review your design. Test cases in comparison are more specific in terms for individual tests. It is what to do with expected results and has to do with environmental/platform variables. In essence it goes deeper that the test plans do with an example of how the code would complete. These can prevent errors from occurring down the line as well as improve your coding experience. By incorporating all these your customer should come out a lot happier because you have shown that you took the quality of the product into consideration. This concludes the summary of the information listed and my take on the importance of it all.

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