

# Discovering Test Levels

---

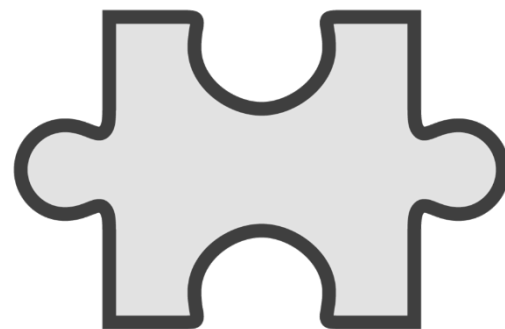
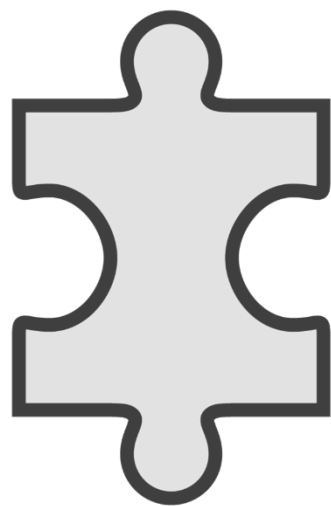


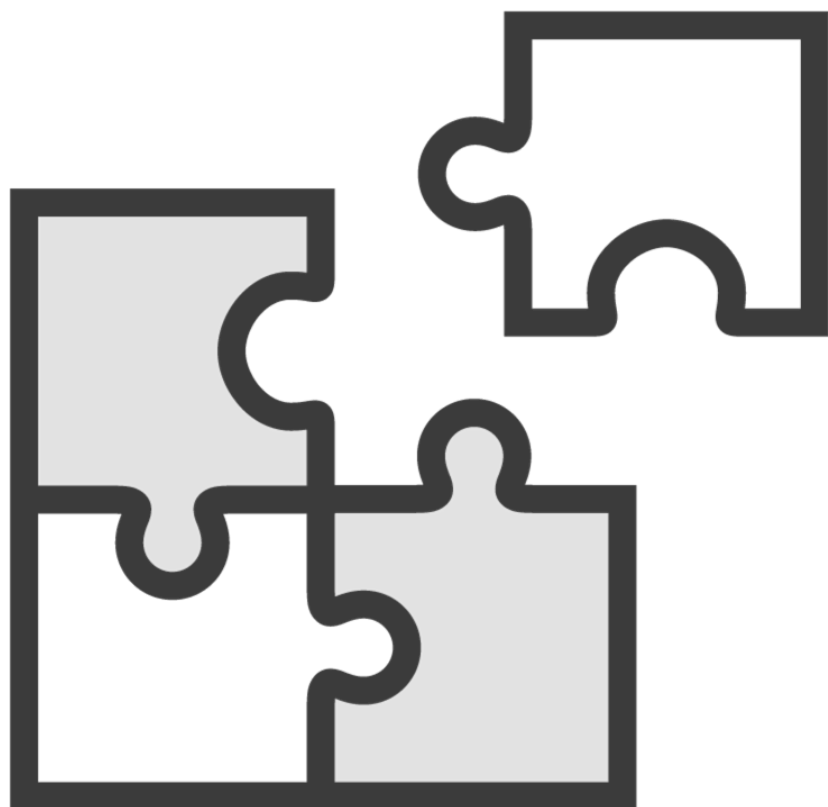
**Andrejs Doronins**

TEST AUTOMATION ENGINEER

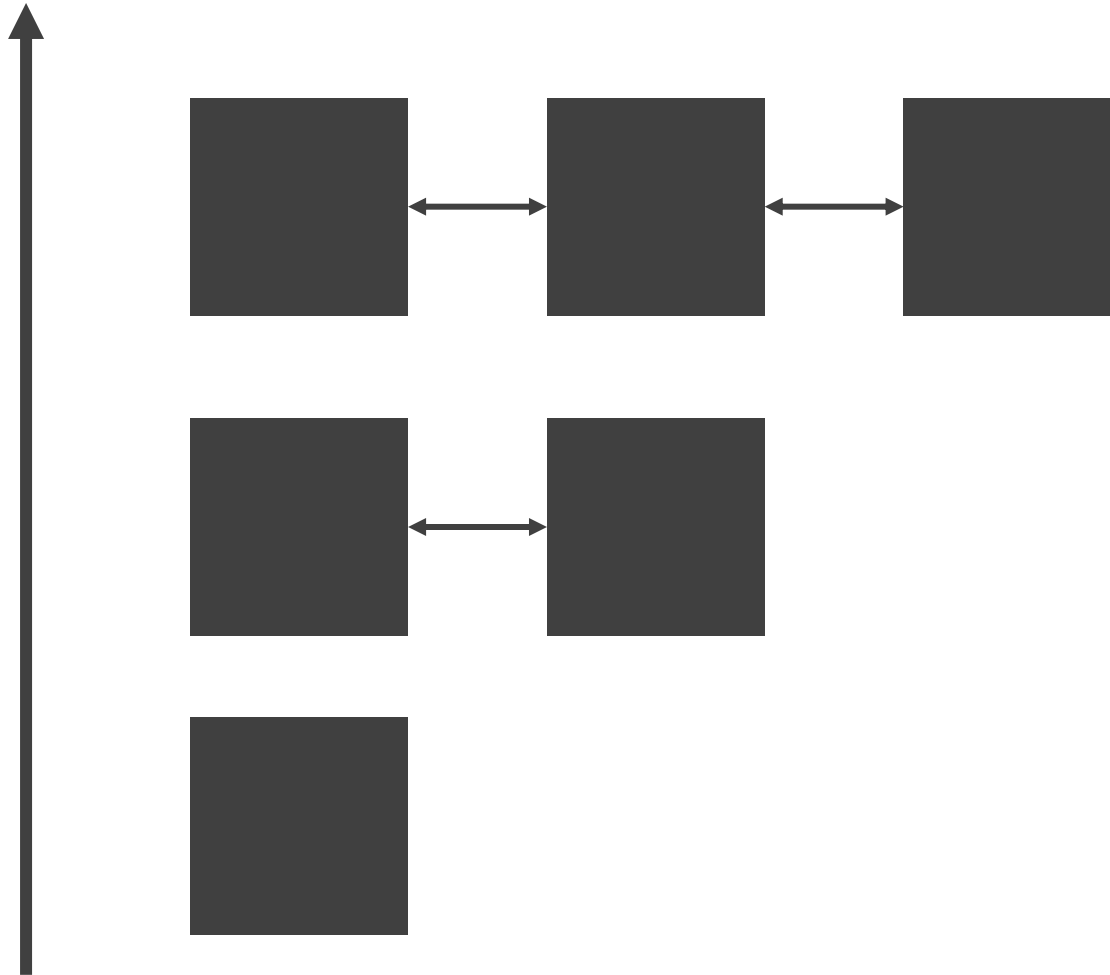








## Test Levels



# Overview



## Four test levels:

- Component
- Integration
- System
- Acceptance

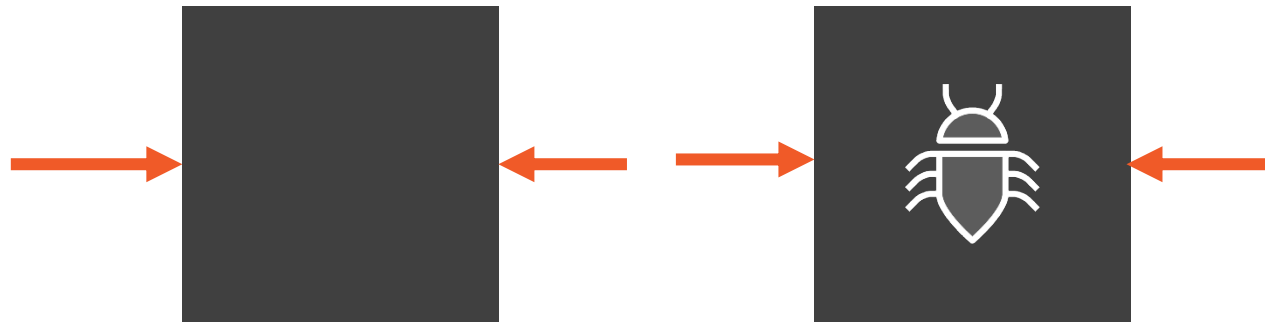
Official ISTQB and widely used alternative definitions



Test levels explanation in  
under 90 seconds.

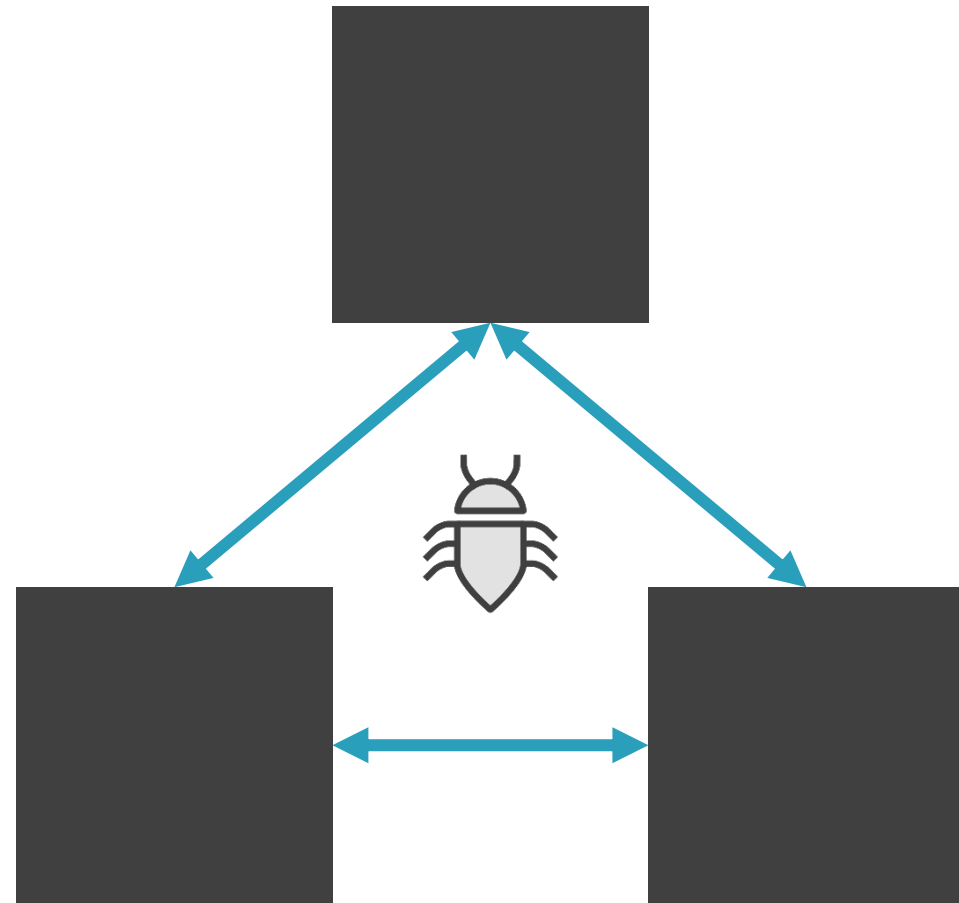


## Component Testing





## Integration Testing



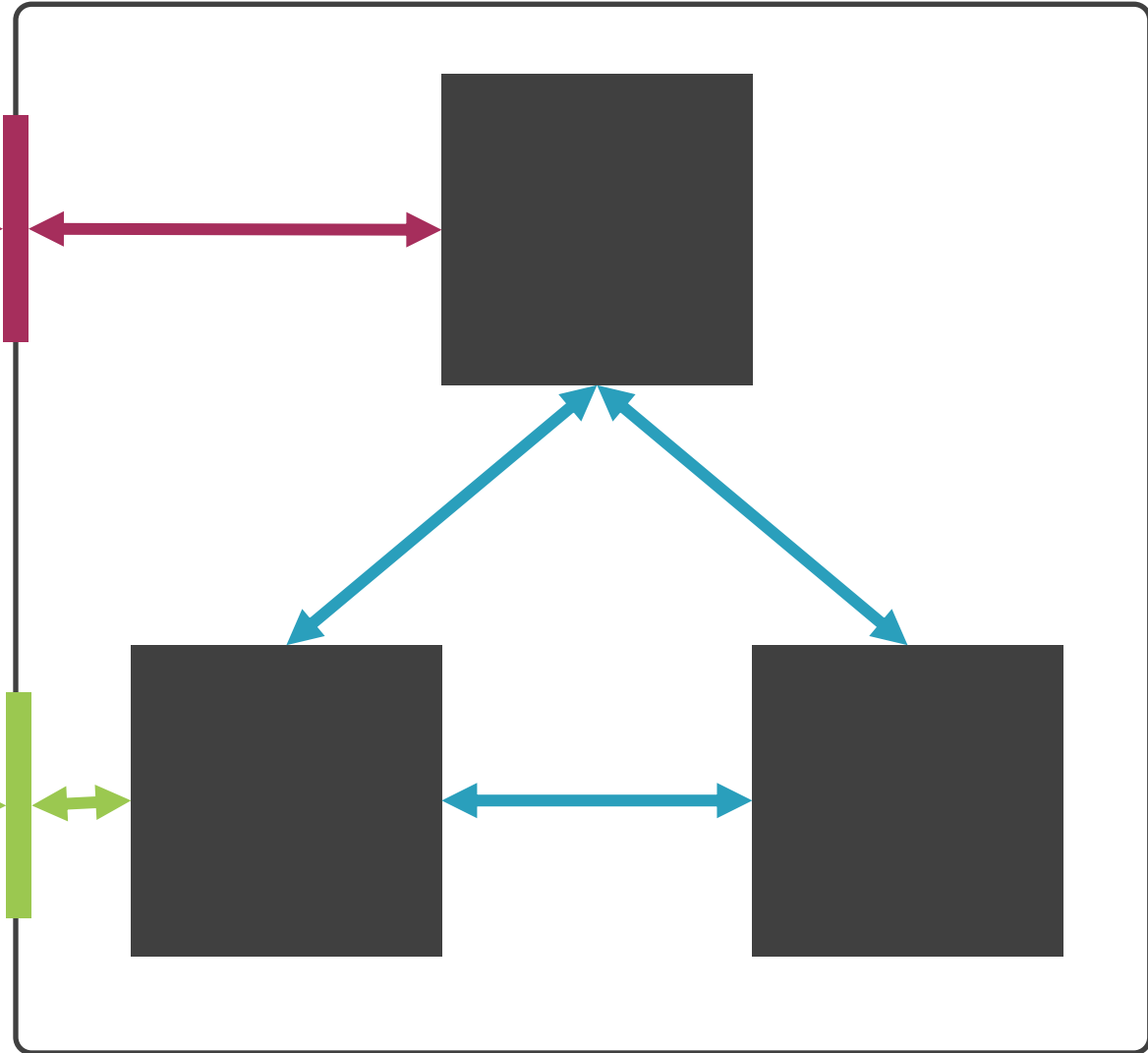
## System Testing



## Acceptance Testing



Who? For what purpose?



# Common Objectives



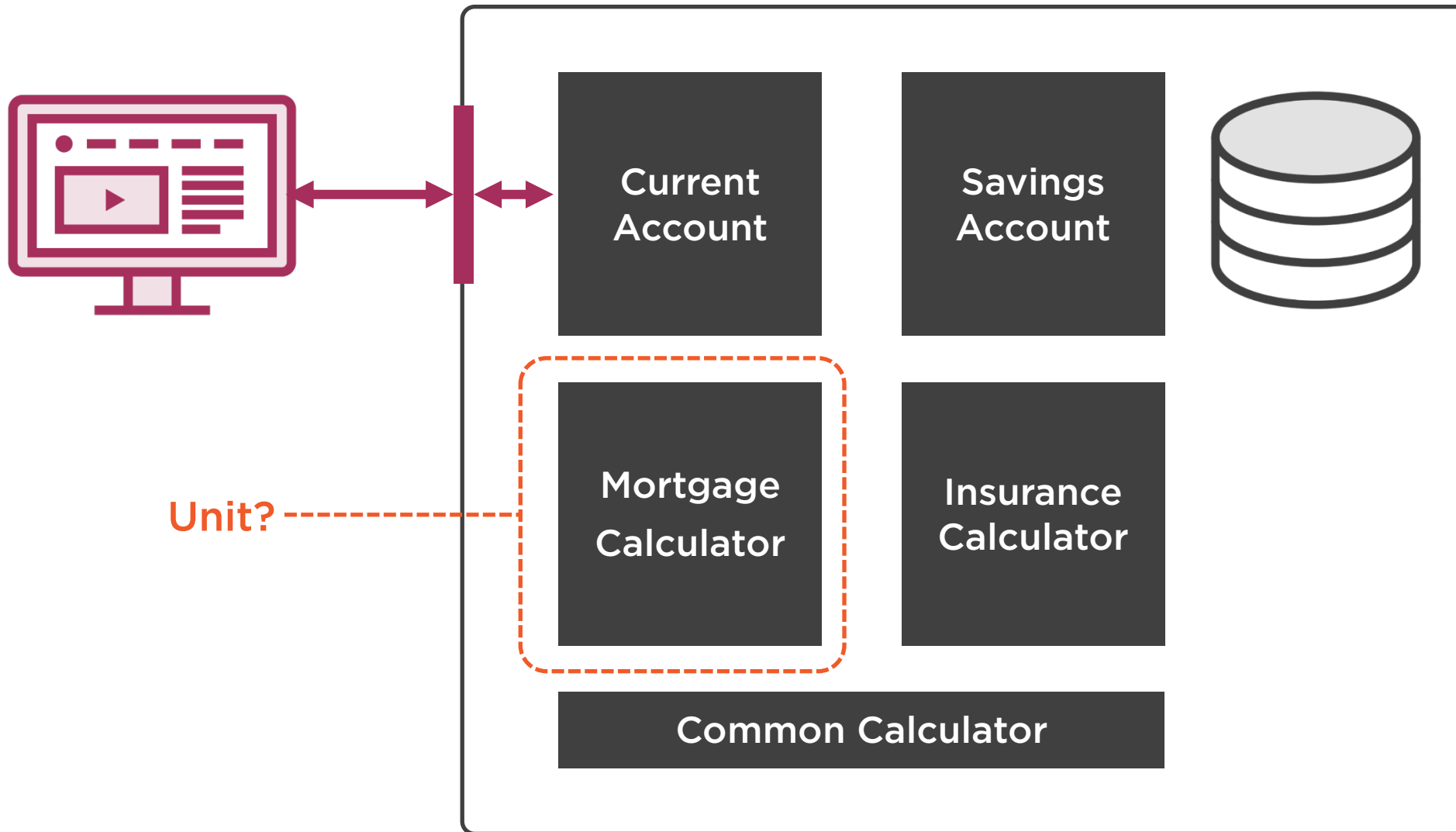
Reducing risk

Verifying functional and non-functional behaviors

Build confidence in the system

Find defects

Prevent defects from escaping to higher levels



# Component Test Level

Component testing (also known as unit or module testing) focuses on components that are separately testable

Remember for the exam





What is a “unit” exactly?

How small?

Small. Can be tested  
independently.



## Calculator

```
func add(a, b) {  
    return a + b;  
}
```

Unit?

## Tests

```
assertTrue(add(1, 2) == 3);
```

```
assertTrue(add(5, 5) == 10);
```

## Calculator

```
func add(a, b);
```

```
func subtract(a, b);
```

```
func multiply(a, b);
```

```
func divide(a, b);
```

Unit?

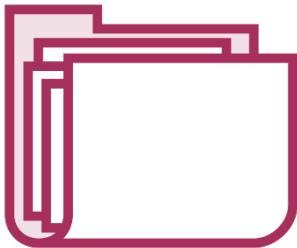


## Test Basis



**Developers:**  
1) Static testing  
2) Automated unit tests

## Test Basis



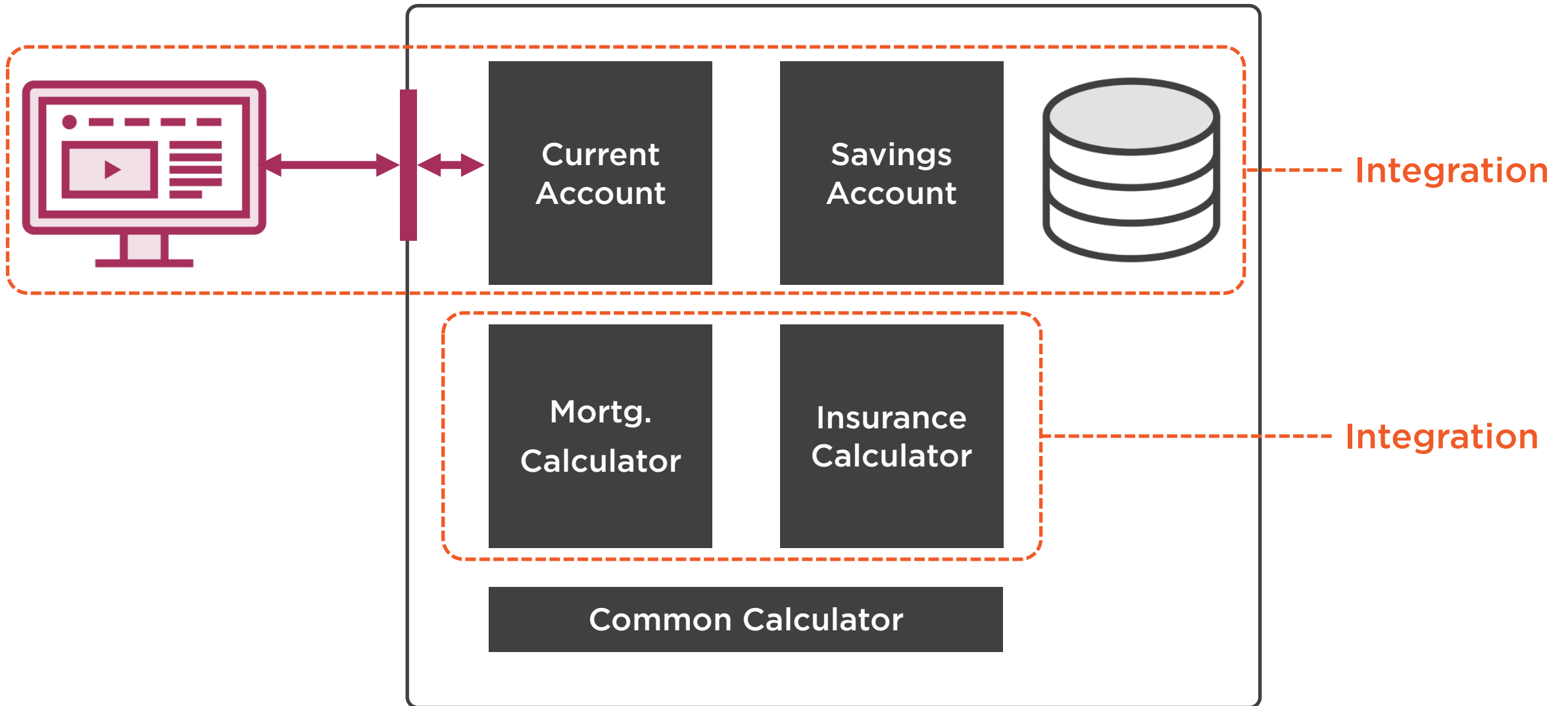
**Testers:**  
1) Formal requirements

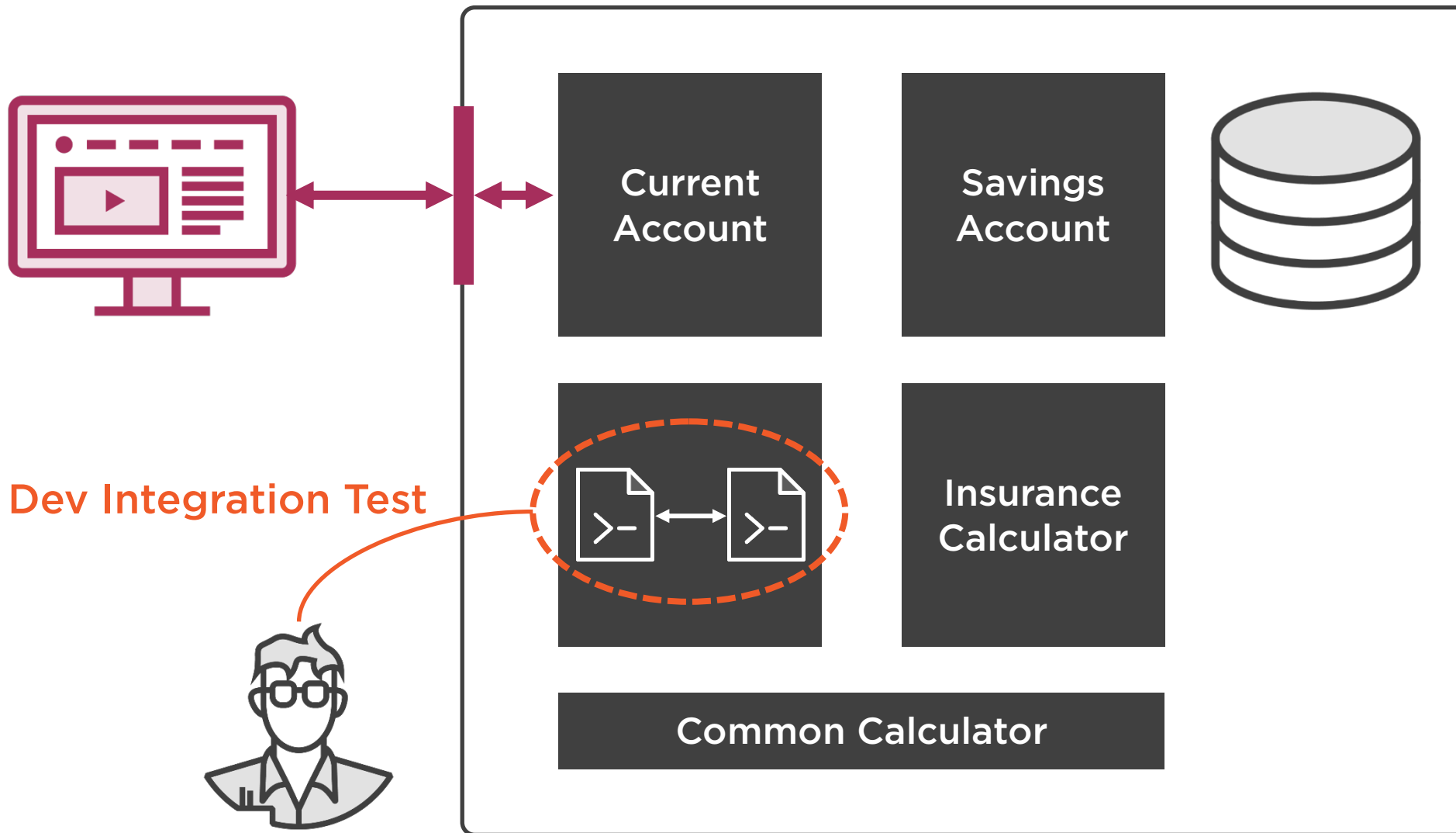




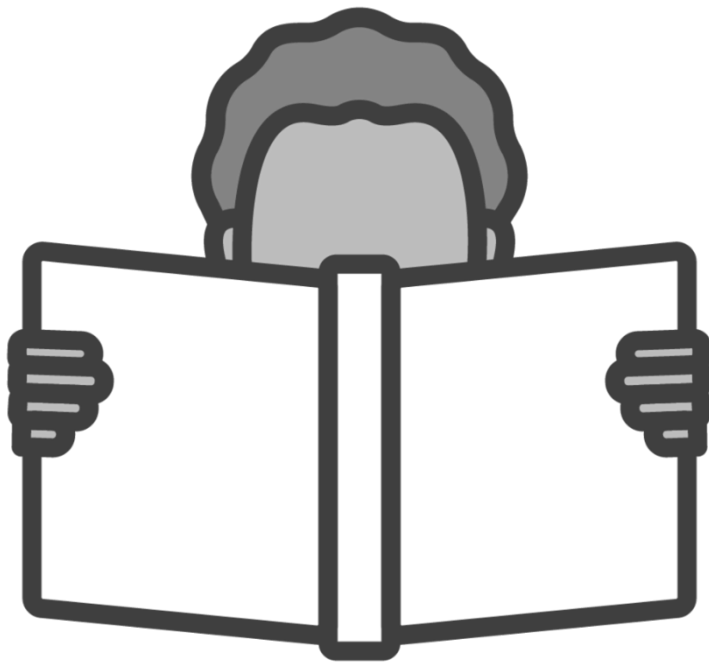
Here!







# Dev Testing



## **Book: Unit Testing Principles, Practices, and Patterns**

- If you have programming skills
- Definitions different from ISTQB

**Not necessary for ISTQB exam**

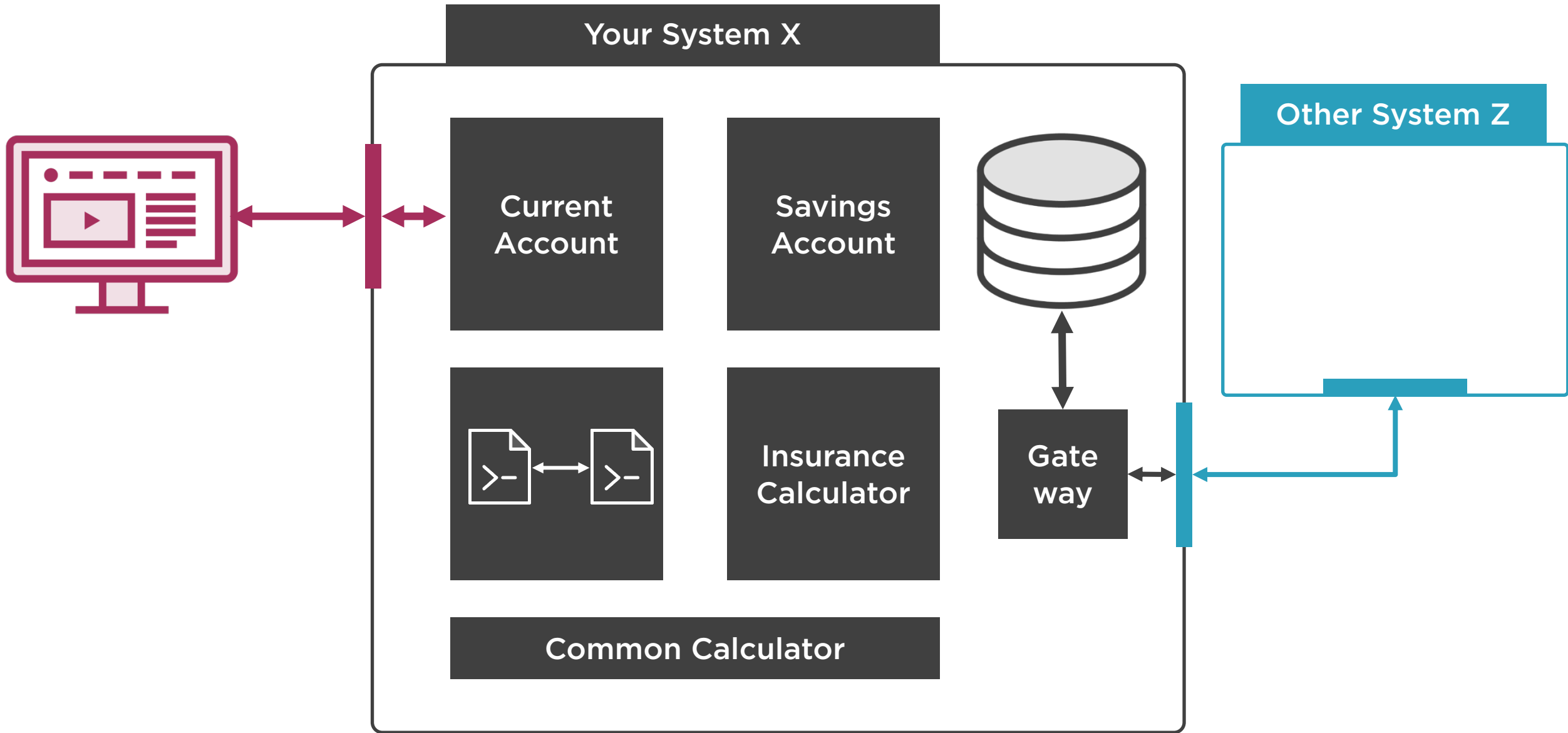
**Integration testing: two or more “units”**

# Integration Testing Categories

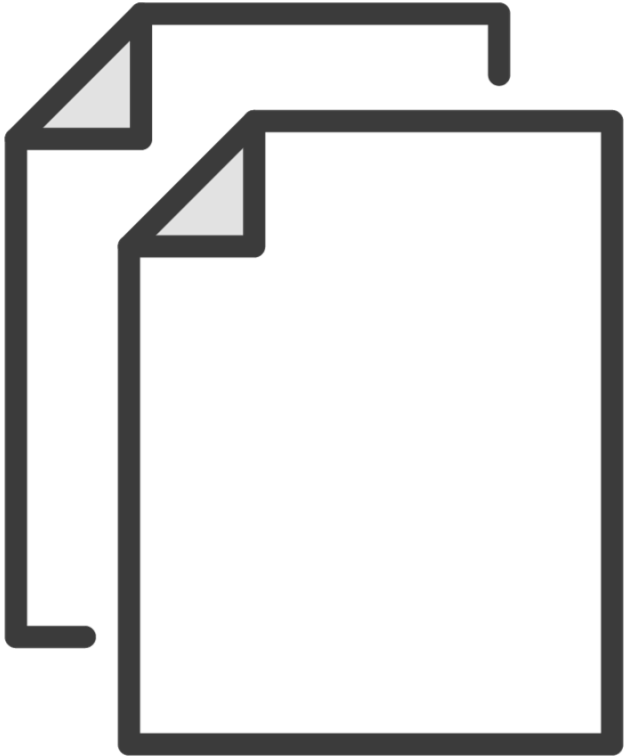
**Component  
Integration**

**System Integration**





# Integration Testing



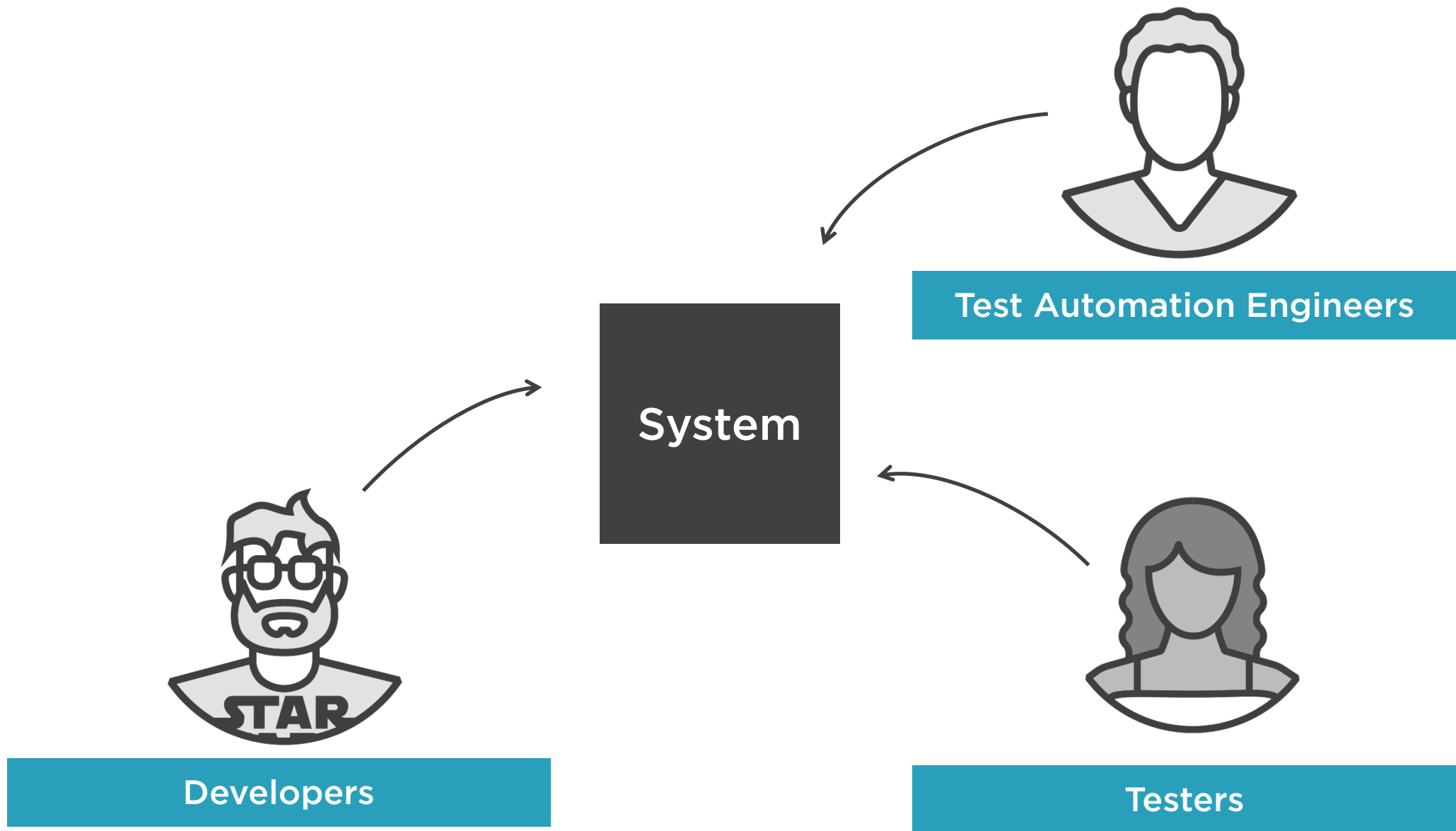
## Test objects:

- Subsystems
- Databases
- Infrastructure components
- Microservices

## Test basis:

- Technical spec
- Design documents
- Sequence diagrams
- Public interface definitions





# System Test Level

Full integration testing of all modules



# System Testing



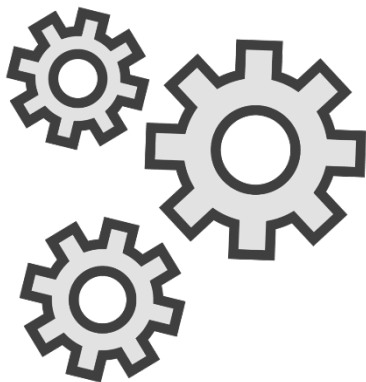
Your starting point is typically not within the system, but rather outside

Considers system paths and flows

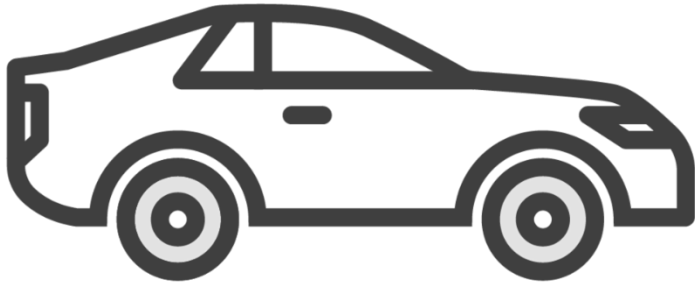
- End-to-end (e2e)
- Front-to-back (f2b)

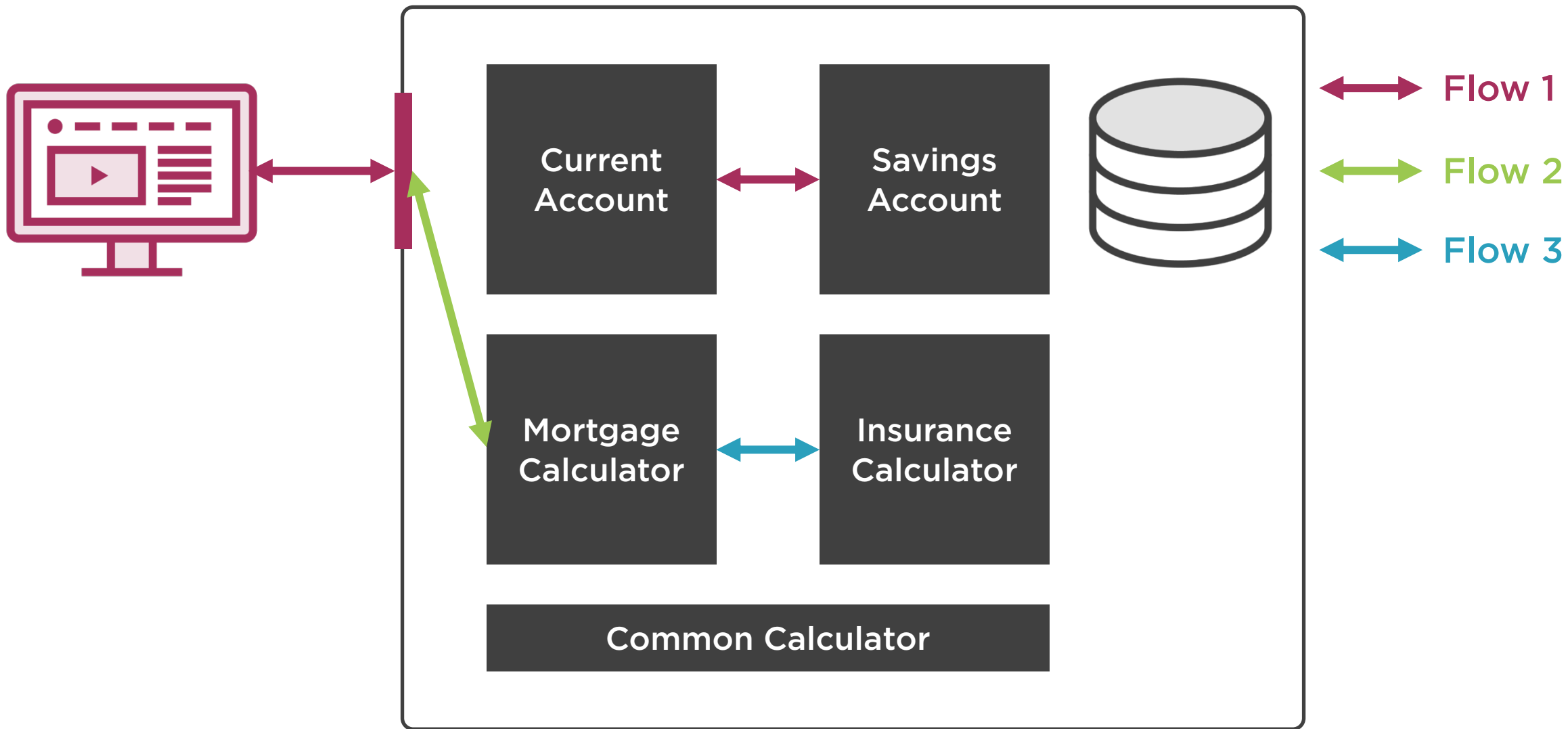
External behavior vs. inner structure

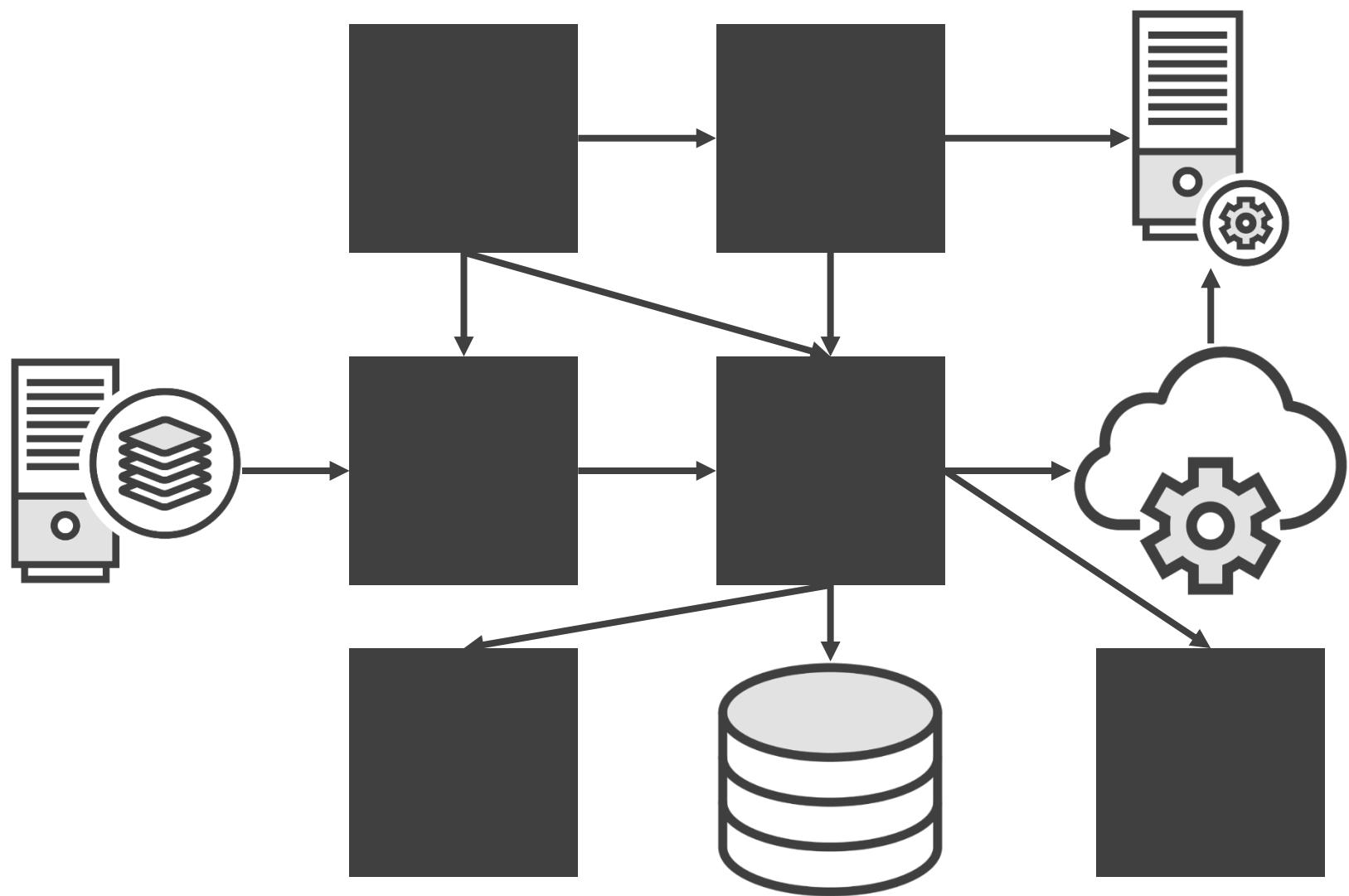
## Car Integration Testing



## Car System Testing









Does the car work OK?

Yes, but I ordered a minivan,  
not a sportscar.

It is not what I wanted,  
I don't accept!







**Clear and complete  
requirements**





\$\$



Works OK



Software  
X



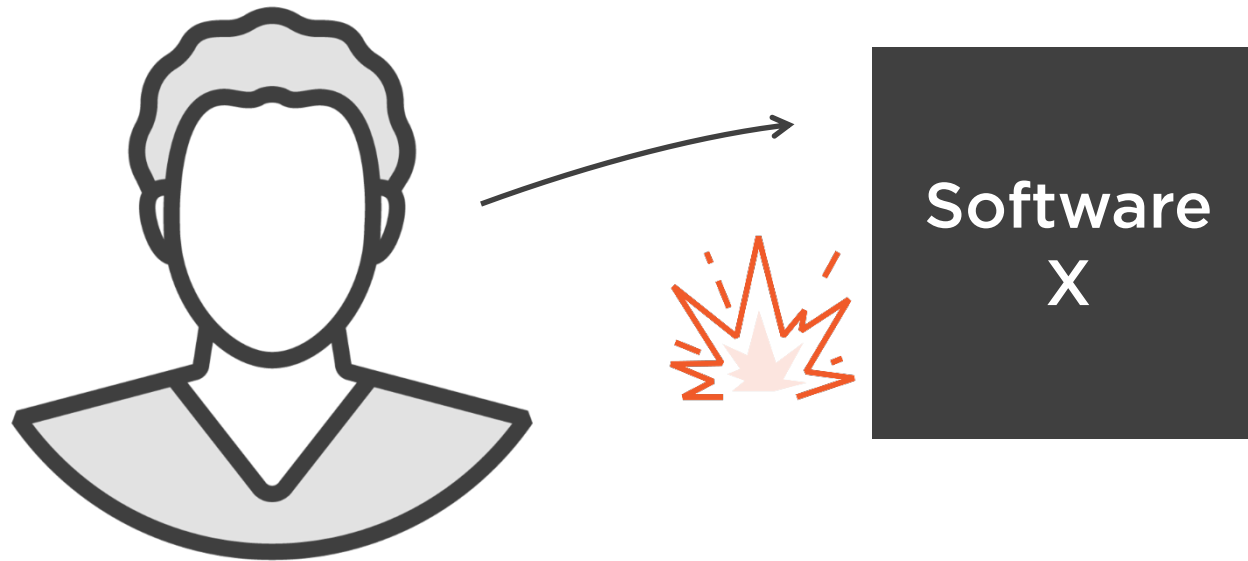


Fix it!

You signed off.  
It will cost you extra.



Fix it before we sign off!



# Acceptance Testing



**UAT: User Acceptance Testing**

**OAT: Operational Acceptance Testing**

- Backup and restore
- Installing, uninstalling, upgrading
- Disaster recovery
- Data load and migration
- Performance and load testing

# Acceptance Testing



**Categories: Alpha and Beta testing**

**Beta testing: for Commercial Off-the-shelf (COTS) software**

**Both carried out by independent testers or potential customers**

# Acceptance Testing



Alpha testing happens at the developer's site

Beta testing happens at the site of the customer

The point of Beta testing is to use the infrastructure, both hardware and software, of the end users.





It works on my machine!



Dev environment

App

Customer environment



# Summary



**Test levels: faster and easier to fix at lower levels**

**Component: test units in isolation**

**Integration: test 2+ units or components together**

**System: test all or most pieces integrated together**

**Acceptance: similar to system testing, done by end users or customers**



# Comparing Test Types

---

