

# Section-C

## Lecture-21

**Dronacharya College of Engineering**

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# *Introduction to Software Testing*

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# What is Software Testing

Several definitions:

“Testing is the process of establishing confidence that a program or system does what it is supposed to.” by Hetzel 1973

“Testing is the process of executing a program or system with the intent of finding errors.” by Myers 1979

“Testing is any activity aimed at evaluating an attribute or capability of a program or system and determining that it meets its required results.”  
by Hetzel 1983

# *Software Testing*

Software testing is a process used to identify the correctness, completeness and quality of developed computer software.

It is the process of executing a program / application under positive and negative conditions by manual or automated means. It checks for the :-

- ❖ Specification
- ❖ Functionality
- ❖ Performance

# Testing Objectives

## The Major Objectives of Software Testing:

- Uncover as many as errors (or bugs) as possible in a given timeline.
- Demonstrate a given software product matching its requirement specifications.
- Validate the quality of a software testing using the minimum cost and efforts.
- Generate high quality test cases, perform effective tests, and issue correct and helpful problem reports.

## Major goals:

uncover the errors (defects) in the software, including errors in:

- requirements from requirement analysis
- design documented in design specifications
- coding (implementation)
- system resources and system environment
- hardware problems and their interfaces to software

*What ...????*

...is an "ERROR"??

...is a "Bug"??

...is Fault, Failure ??

# *Bug, Fault & Failure*

A person makes an **Error**  
That creates a **fault** in software  
That can cause a **failure** in operation

- Error** : An error is a human action that produces the incorrect result that results in a fault.
- Bug** : The presence of error at the time of execution of the software.
- Fault** : State of software caused by an error.
- Failure** : Deviation of the software from its expected result. It is an event.

# Who does Software Testing

## - Test manager

- manage and control a software test project
- supervise test engineers
- define and specify a test plan

## - Software Test Engineers and Testers

- define test cases, write test specifications, run tests

## - Independent Test Group

## - Development Engineers

- Only perform unit tests and integration tests

## - Quality Assurance Group and Engineers

- Perform system testing
- Define software testing standards and quality control process



# *Who is a Software Tester??..*

Software Tester is the one who performs testing and find bugs, if they exist in the tested application.

# Software Testing Activities

## - Test Planing

Define a software test plan by specifying:

- a test schedule for a test process and its activities, as well as assignments
- test requirements and items
- test strategy and supporting tools

## - Test Design and Specification

- Conduct software design based well-defined test generation methods.
- Specify test cases to achieve a targeted test coverage.

## - Test Set up:

- Testing Tools and Environment Set-up

## - Test Operation and Execution

- Run test cases manually or automatically

# Software Testing Activities

## - Test Result Analysis and Reporting

Report software testing results and conduct test result analysis

## - Problem Reporting

Report program errors using a systematic solution.

## - Test Management and Measurement

Manage software testing activities, control testing schedule, measure testing complexity and cost

## - Test Automation

- Define and develop software test tools
- Adopt and use software test tools
- Write software test scripts and facility

# Software Testability

Software testability means how easily a computer program can be tested. There are certain metrics that can be used to measure testability. Following are some key characteristics of testability.

1. **Operability:** *the better it works, the more efficient is testing process*
2. **Observability:** *what you see is what you test*
3. **Controllability:** *the better it is controlled , the more we can automate the testing process*
4. **Decomposability:** *by controlling the scope of testing, we can more quickly isolate problems and perform smarter testing.*
5. **Simplicity:** *the less there is to test, the more quickly we can test it.*
6. **Stability:** *the fewer the changes .*
7. **Understandability:** *the more information we have ,the smarter we will*

# Software Testing Principles

- Principle #1: Complete testing is impossible.
- Principle #2: Software testing is not simple.
  - Reasons:
    - Quality testing requires testers to understand a system/product completely
    - Quality testing needs adequate test set, and efficient testing methods
    - A very tight schedule and lack of test tools.
- Principle #3: Testing is risk-based.
- Principle #4: Testing must be planned.
- Principle #5: Testing requires independence.
- Principle #6: Quality software testing depends on:
  - Good understanding of software products and related domain application
  - Cost-effective testing methodology, coverage, test methods, and tools.
  - Good engineers with creativity, and solid software testing experience

# Software Testing Principles

- Principle #7: All test should be based on customer requirements
- Principle #8: Software testing should be planned long before testing begins
- Principle #9: Document test cases and test results.
- Principle #10: Use effective resources to test.

# Software Testing Myths

- We can test a program completely. In other words, we test a program exhaustively.
- We can find all program errors as long as test engineers do a good job.
- We can test a program by trying all possible inputs and states of a program.
- A good test suite must include a great number of test cases.
- Good test cases always are complicated ones.
- Software test automation can replace test engineers to perform good software testing.
- Software testing is simple and easy. Anyone can do it. No training is needed.

# *Importance Of Testing In SDLC*



# *When to Start Testing in SDLC*

- **Requirement**
- **Analysis**
- **Design**
- **Coding**
- **Testing**
- **Implementation**
- **Maintenance**

❖ *Testing starts from Requirement Phase*