Testing throughout the software life cycle

Software Testing: IN3240 / IN4240

Summary:

Software development models

Sequential / Iterative-Incremental / Testing within a life cycle

Test levels

Component (Unit) / Integration / System / Acceptance

Test types

Functional / Non-functional / Software structure / Related to changes

Maintenance testing

Part I: Close-ended questions

Which are good practices for testing within the development life cycle?

- a. Early test analysis and design
- b. Different test levels are defined with specific objectives
- c. Testers will start to get involved as soon as coding is done

d. A and B above

Question 1: Clue

Which are good practices for testing within the development life cycle?

Characteristics of good testing

Early testing

Every development activity has a corresponding testing activity

Each test levels has test objectives specific to that level

Test analysis + design should begin during the corresponding development

activity

Testers should be involved in reviewing documents as soon as drafts are

available

Which option best describes objectives for test levels with a life cycle model?

- a. Objectives should be generic for any test level
- b. Objectives are the same for each test level
- c. Objectives of a test level don't need to be defined in advance

d. Each level has objectives specific to that level

Question 2: Clue

Which option best describes objectives for test levels with a life cycle model? Acceptance Is the responsibility of the customer - in general. The goal is to gain confidence in the system; especially in its non-functional characteristics. System The behaviour of the whole system as defined by the scope of the project. Integration Interface between components; interactions with other systems (OS, HW, etc.) Any module, program, object separately testable

Question 2: Clue

Which option best describes objectives for test levels with a life cycle model?

Unit testing

Test and verify the functioning software items

Integration testing

Test and verify the interfaces and interactions between components

System testing

Test the behaviour of the whole system as defined by the project scope

Acceptance testing

Establish confidence in the system | part of system | non-functional characteristics

Which of the following is a non-functional quality characteristic?

- a. Feasibility
- b. Usability
- c. Maintenance
- d. Regression

Question 3: Clue

Which of the following is a non-functional quality characteristic?

Non-functional testing

Measuring quality characteristics of software

HOW the system performs a certain task / function

ISO 9126 on Software Product Quality

Efficiency | Portability | Reliability | Functionality

Usability | Maintainability

Which of these is a functional test?

- a. Measuring response time on an on-line booking system
- b. Checking the effect of high volumes of traffic in a call-centre system
- c. Checking the on-line bookings screen information and the database contents against the information on the letter to the customers
- d. Checking how easy the system is to use

Question 4: Clue

Which of these is a functional test?

Functional testing

Testing WHAT a system should do

Considers the external behaviour of the software

Specification-based testing

Black-box testing

Structure-based testing

White-box testing

Which of the following is true regarding the process of fixing emergency changes?

- a. There is no time to test the change before it goes live, only the best developers should do this work and should not involve testers as they slow down the process
- b. Just run the retest of the defect actually fixed
- c. Always run a full regression test of the whole system in case other parts of the system have been adversely affected
- d. Retest the changed area and then use risk assessment to decide on a reasonable subset of the whole regression test to run in case other parts of the system have been adversely affected

Question 5: Clue

Which of the following is true regarding the process of fixing emergency changes?

Confirmation testing

Retesting of software after defect has been detected and fixed

Confirm that the original defect has been successfully removed

Regression testing

Repeated testing of already tested program after modification

Discover any defects introduced or uncovered as a result of change

Test effort extent is based on risk of finding defects in previously working

A regression test ...

- a. Is only run once
- b. Will always be automated
- c. Will check unchanged areas of the software to see if they have been affected
- d. Will check changed areas of the software to see if they have been affected

Question 6: Clue

A regression test ...

Regression testing

After fixing a defect; have we introduced new defects?

Checks unchanged areas of the software

Regression test suites are run many times during

development

Evolve slowly

Regression testing is a strong candidate for automation

Non-functional testing includes:

- a. Testing to see where the system does not function correctly
- b. Testing the quality attributes of the system including reliability and usability
- c. Gaining user approval for the system
- d. Testing a system feature using only the software require for that function

Question 7: Clue

Non-functional testing includes:

Non-functional testing

Testing quality characteristics -> Ability testing

Aspects of software not necessarily related to specific functions

Examples

Reliability testing: Fault tolerance / Robustness / Recoverability /

Compliance

Usability testing: Learnability / Operability / Attractiveness

Efficiency testing: Time behaviour / Resource utilisation

Maintainability testing: Analysability / Changeability / Stability / Testability

Portability testing: Adaptability / Installability / Replaceability

____ testing is performed by customers at their own site

Question 8: Clue

testing is performed by customers at their own site

Acceptance testing

Responsible: Customers / Users of the system

Alpha testing

Performed at the site of the developing organisation

Beta testing

Field testing

Performed by people at their own locations

User acceptance / Operational / Contract and regulation

testing

Pair the following test levels with their description

1. Unit level	A. Tests the behavior of the whole system
2. Integration level	B. Performed by customers
3. System level	C. Tests any module or object separately testable
4. Acceptance level	D. Tests the interactions of the interfaces of the system

Acceptance testing is not the responsibility of the development team. It is the responsibility of the customers, but the development team can assist in the process.

- a. True
- b. False

Question 10: Clue

Acceptance testing is not the responsibility of the development team. It is the responsibility of the customers, but the development team can assist in the process.

Acceptance testing

Establish confidence in the system | part of system

Examines non-functional characteristics of the system

Verify the fitness for use

Responsibility lies with the customers / users

Stakeholders may be involved in the testing process

Part II: Exercises and Open-ended questions

Exercise: Different Types of Testing

Go to www.ikea.com/no/no/

Give examples of possible ...

- a. Unit tests
- b. Integration tests
- c. System tests

Unit Tests

Choosing a department



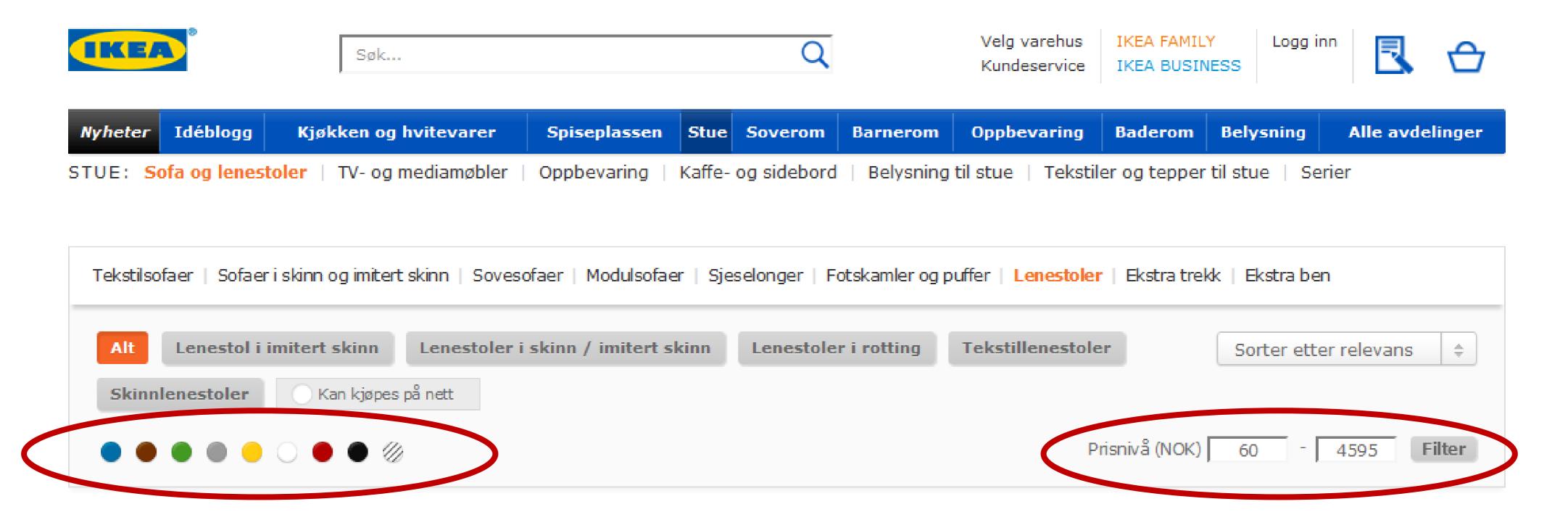
Choosing furniture



Integration Tests

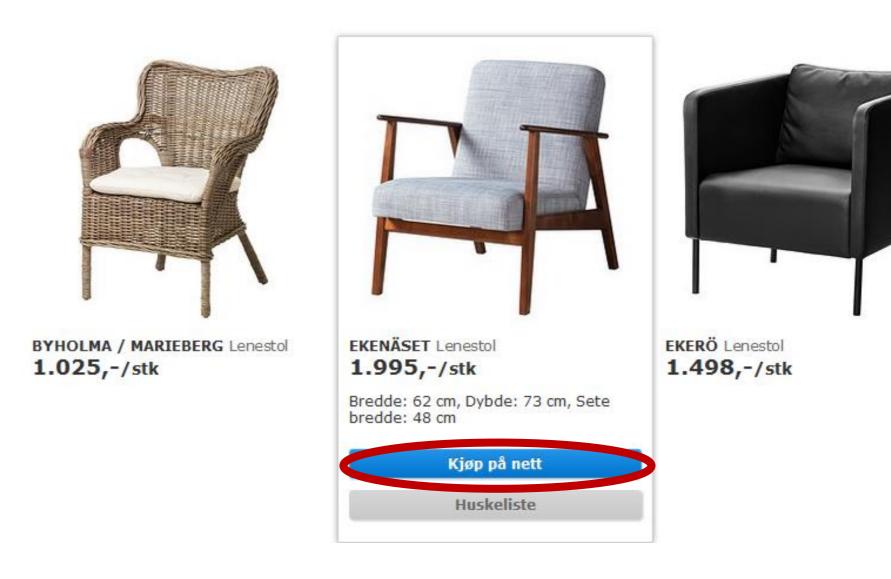
Setting a filter

Price level / Colour



System Tests

Choose an item



Søk...

Place into shopping cart



IKEA FAMILY

Logg inn

Open-Ended Questions

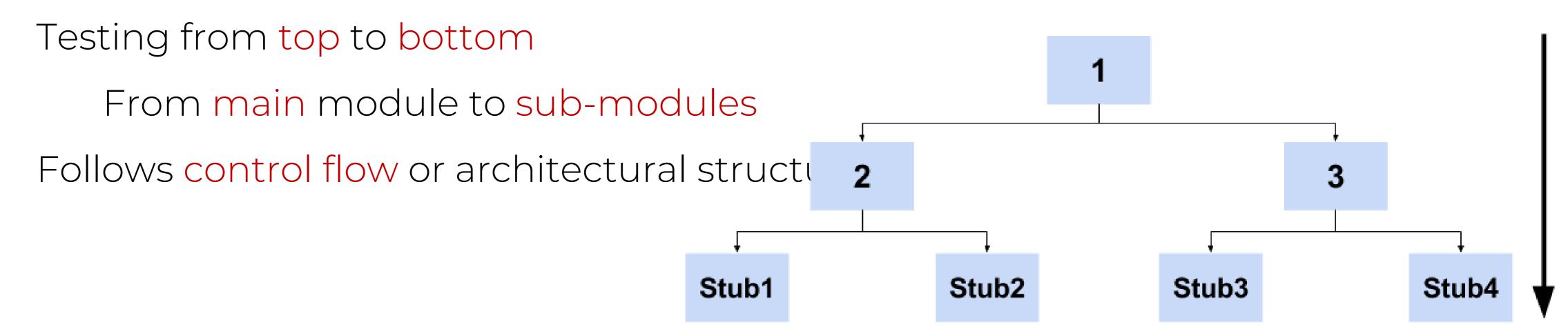
Why do you think we need to test at integration level top-down or bottom-up rather than big-bang?

Why is acceptance testing important?

Why do you think it is important to test on-site?

Top-down Testing

Top-down testing



If lower-level modules have not yet been developed

Simulate the lower-level modules using STUBS

Temporary programs substitute components / systems

Bottom-up Testing

Bottom-up testing

Testing from bottom of the control flow upwards

From lower-level modules to higher-level modules

Each lower hierarchy component is tested

2 3 5 6 7

If higher-level modules have not yet been developed

Simulate the higher-level modules using DRIVERS

Temporary programs to substitute main components or higher-level

systems

Importance of Acceptance Testing

Acceptance testing

Does the software product meet the customer's needs?

Does the software product comply with the specified requirements /

documentation?

Last chance of the customer to discard an insufficient / inadequate product

Adequate testing protects customer from losses caused by poor software

products

Compares results to expectations

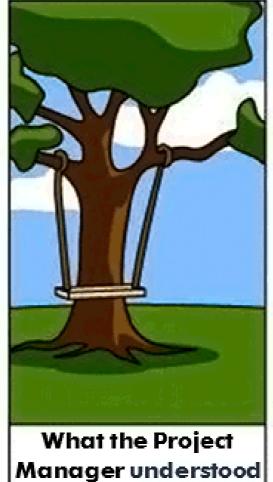
Validation

Did we build the right thing?

Verification

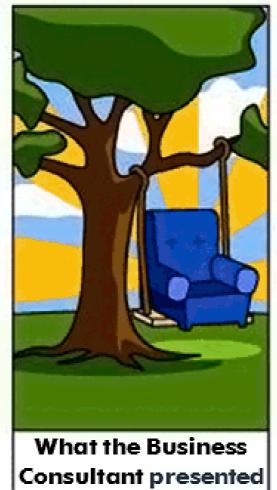
Importance of Acceptance Testing

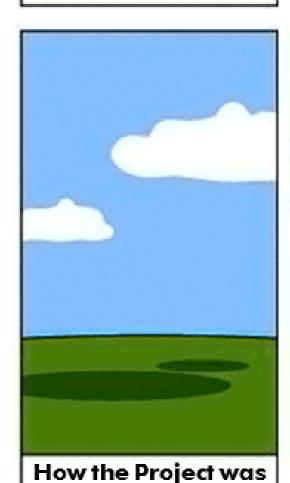




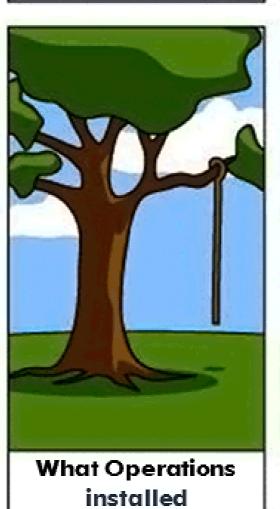


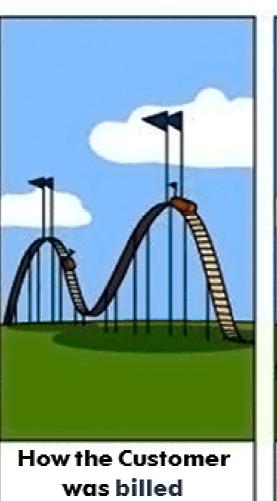


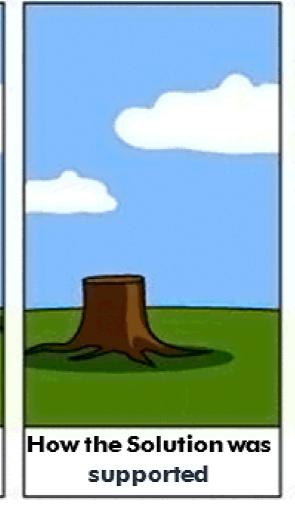




documented









https://i.stack.imgur.com/2YGV6.png

Importance of on-Site Testing

On-site testing

Get application into the hands of the customers

The people who will actually be using the software product

Provides a "real", overall experience of the software

Realistic environment to mimic actual use after deployment

Potentially more *honest* user feedback

Other benefits

Improve software quality

Bug detection

Cost reduction

The seminar slides are made by

Yulai Fjeld, revised by Eva H. Vihovde