



Types of Testing, part 2

2016

REGRESSION TESTING

A type of software testing that seeks to uncover new software bugs, or regressions, in existing functional and non-functional areas of a system after changes such as enhancements, patches or configuration changes, have been made to them.

May be:

- Bug regression
- Old bugs regression
- Side effect regression

SANITY TESTING

Sub-set of Regression testing.

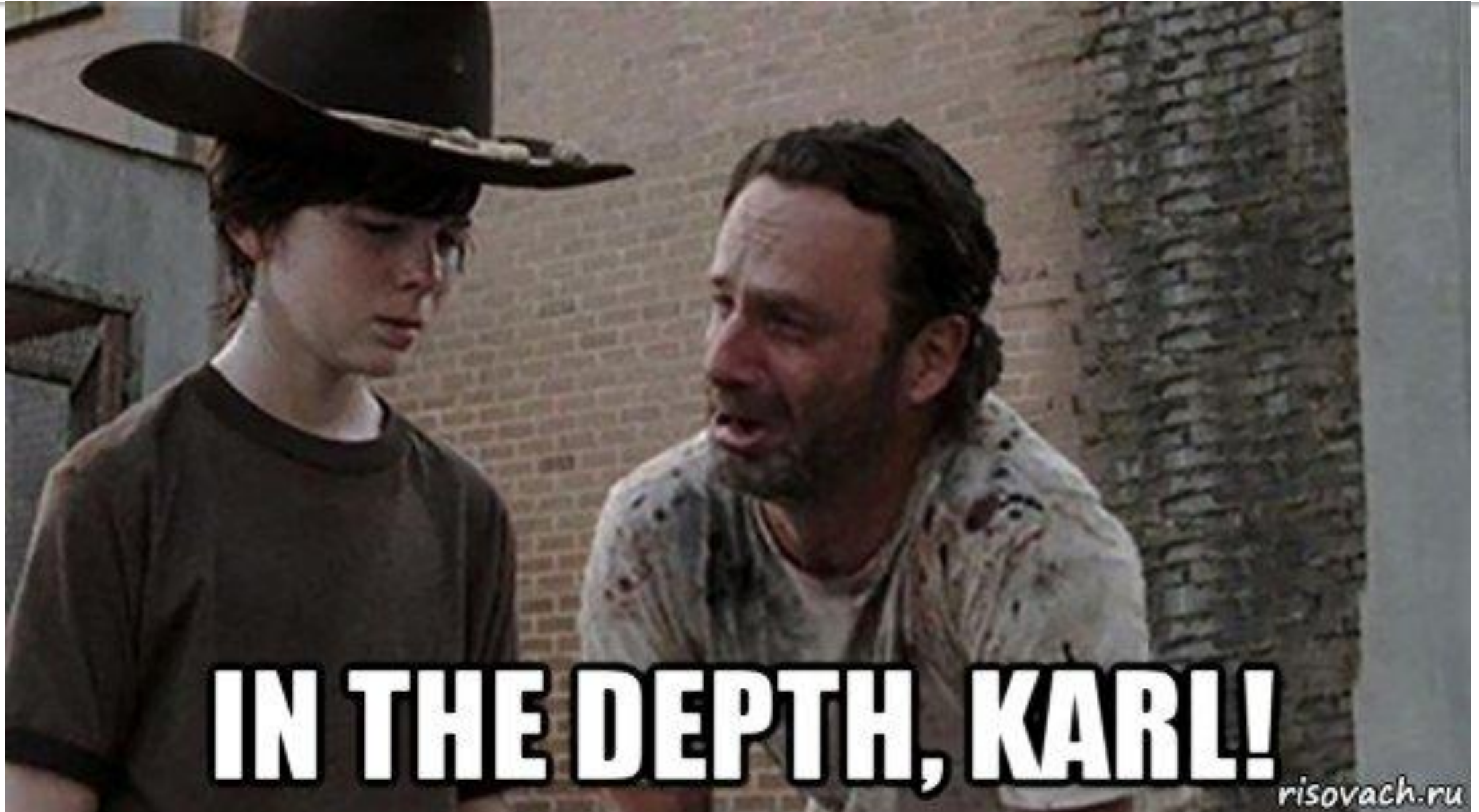
A very brief run-through of the functionality of a program, system, calculation, or other analysis, to assure that **part** of the system or methodology works roughly as expected. This is often prior to a more exhaustive round of testing.

SMOKE TESTING

Sub-set of Regression testing.

Main goal – to reveal **critical failures** enough to reject a prospective software release or take it for further work.

WHAT IS THE DIFFERENCE BETWEEN SMOKE AND SANITY?

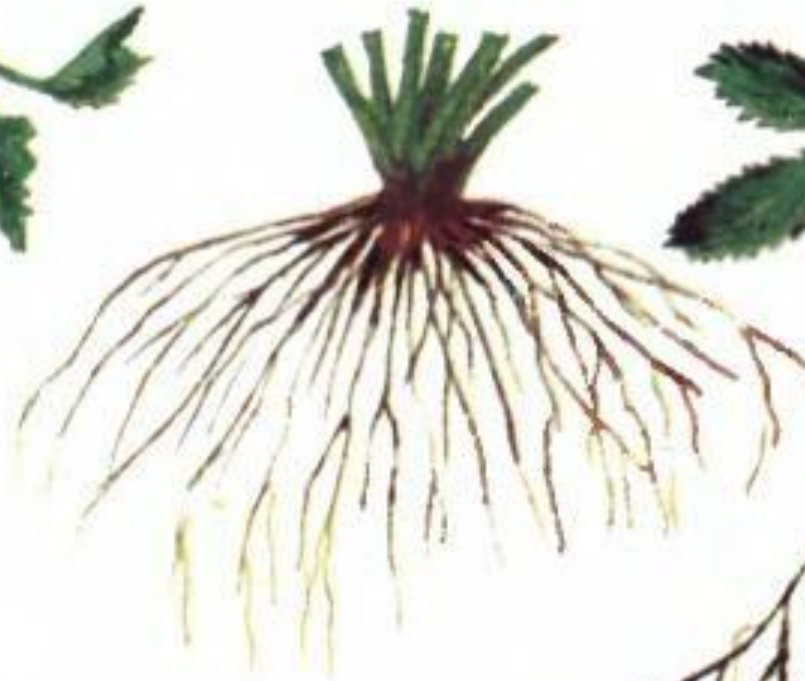


DEPTH OF TESTING

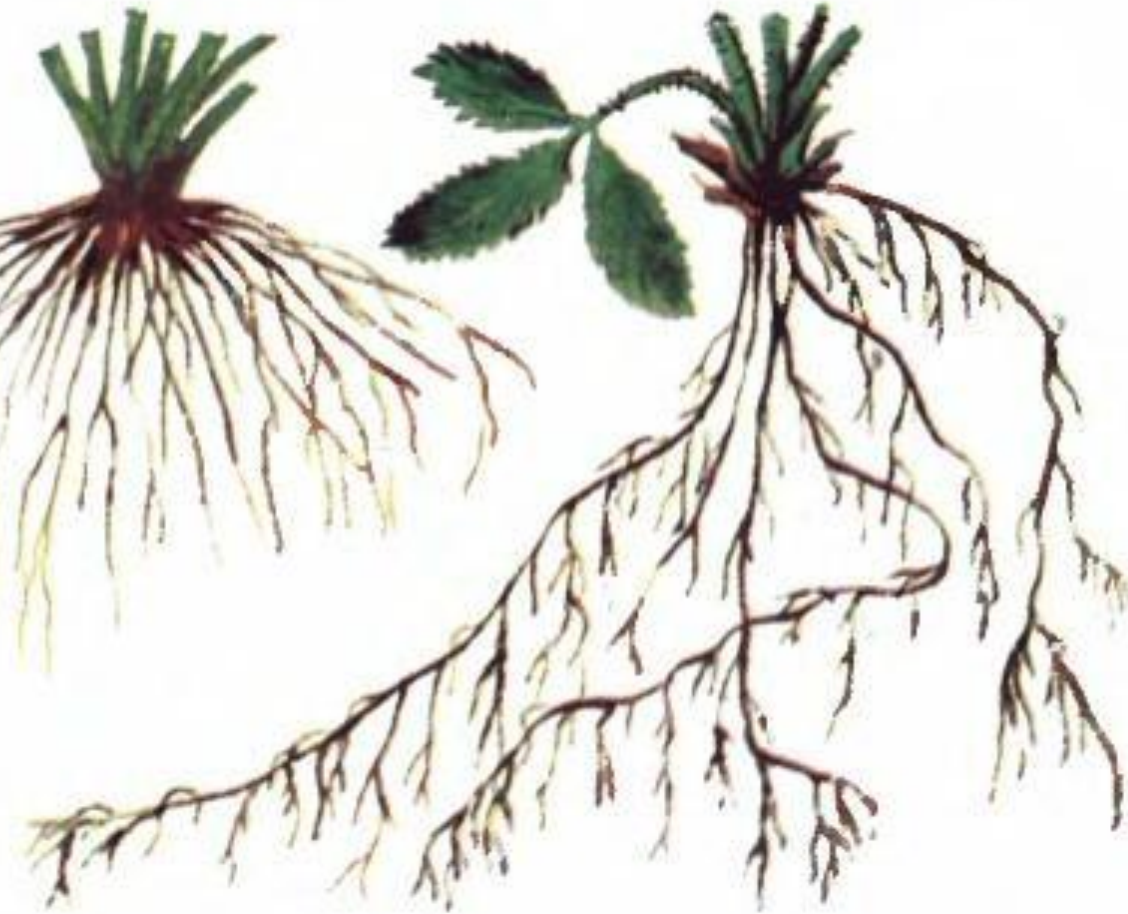
Sanity



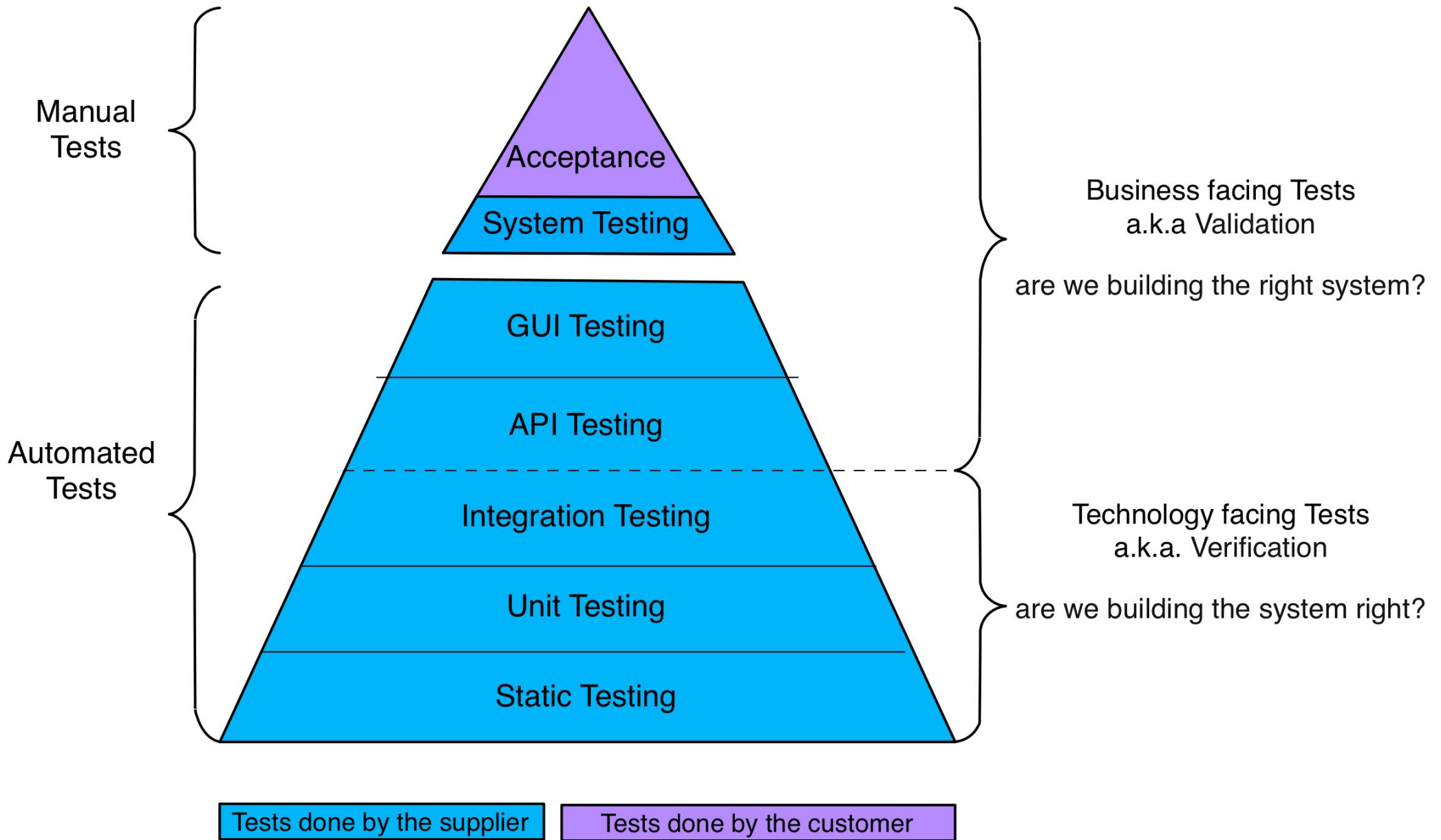
Smoke



Regression



LEVELS OF TESTING



ANOTHER TYPES OF TESTING

INSTALLATION TESTING

The customers **can** to install, set up and deinstall the new software successfully.

Need to check:

- Correct install/update/deinstall
- Compatibility with 3th-party
- All user's data was left

COMPATIBILITY TESTING

Is testing conducted on the application to evaluate the application's compatibility with the computing **environment**. Computing environment may contain some or all of the below mentioned elements:

- Computing capacity of Hardware Platform (IBM 360, HP 9000, etc.)
- Bandwidth handling capacity of networking hardware
- Compatibility of peripherals (Printer, DVD drive, etc.)
- Operating systems (Linux, Windows, Mac etc.)
- Database (Oracle, SQL Server, MySQL, etc.)
- Other System Software (Web server, networking/ messaging tool, etc.)
- Browser compatibility

LOCALIZATION TESTING

The process of **adaptation** to the cultural characteristics of a country: translation of documents, user interface elements, supporting materials from one language to another.

For example:

- System alerts
- Order of first name and last name
- Type and order of currency symbol
- Position of elements etc.

GUI

HOW TO TEST GUI

0, alpha and omega. See into [Requirements!](#)

1. Think as ending user!

2. Logic and common sense.

3. Attentiveness.

4, but not ending. Use the team, Luke!

HOW TO DON'T TEST GUI

Sphere
horse in
vacuum



HOW TO TEST GUI



REQUIREMENTS

REQUIREMENTS

Should be:

- Unitary (Cohesive)
- Complete
- Consistent
- Non-Conjugated (Atomic)
- Traceable
- Current
- Feasibility
- Unambiguous
- Specify Importance
- Verifiable

REQUIREMENTS

Должны быть:

- Единичность
- Завершенность
- Последовательность
- Независимость (атомарность)
- Отслеживаемость
- Актуальность
- Выполнимость
- Недвусмысленность
- Обязательность
- Проверяемость

WHY IT'S IMPORTANT?

<http://urupin.livejournal.com/158556.html>

REQUIREMENTS SOURCES

ALL!

From standards as IEEE to competitor's products.

MOBILE TESTING

BUGS (ISSUES, DEFECTS)

4 QUESTIONS

- What?
- Where?
- When?
- Why?



THANK YOU FOR YOUR ATTENTION