

# Chapter 8 Software Testing

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1. setup part - where you initialize the system with the test case, namely the inputs and expected outputs. 2. call part - where you call the object or method to be tested. 3. assertion part - where you compare the result of the call with the expected result. If the

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assertion evaluates to true, the test has been successful if false, then it has failed.

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Chapter 8 Software testing 46. Release testing. •Release testing is the process of testing a particular release of a system that is intended for use outside of the development team. •The primary goal of the release testing process is to convince the supplier of the system that it is good enough for use.

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Chapter 8: Software Testing. STUDY. PLAY. Testing can only show the presence of \_\_\_\_\_ in a program. errors. T/F: A separate team from the development testing team should be responsible for testing a system before its released to customers. True. Development testing includes what 3 types of testing?

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Chapter 8 Software Testing. Chapter 8 -Software Testing. 1. Strategic Approach to Software Testing. Testing begins at the component level and works outward toward the integration of the entire computer-based system. Different testing techniques are appropriate at different points in time. The developer of the software conducts testing and may be assisted by independent test groups for large projects. The role of the independent tester is to remove the conflict of interest inherent when the ...

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Chapter 8 Software testing 25. Partition testing •Input data and output results often fall into different classes where all members of a class are related. •Each of these classes is an equivalence partition or domain where the program behaves in an equivalent way for each class member. •Test cases should be chosen from

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each partition.

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Chapter 8 software testing 1. Software Engineering (3rd ed.), By K.K Aggarwal & Yogesh Singh, Copyright © New Age International Publishers, 2007... 2. Software Testing • What is Testing? Many people understand many definitions of testing : 1. Testing is the process of... 3. Software Testing A more ...

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Ch8.Testing.pdf - Chapter 8 Software Testing 1 Program testing Testing is intended to show that a program does what it is intended to do and to discover. University of Texas, Dallas.

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Chapter"8"Software"tes0ng" 6. An input-output model of program testing. Ie Input test data Oe Output test results System Inputs causing anomalous behaviour Outputs which reveal the presence of defects. Chapter"8"Software"tes0ng" 7. Verification: "Are we building the product right".

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Chapter 8 Software Testing 330/10/2014 4. Program testing goals □ To demonstrate to the developer and the customer that the software meets its requirements. □ For custom software, this means that there should be at least one test for every requirement in the requirements document.

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Chapter 8 Software testing 47 Regression testing • Regression testing is testing the system to check that changes have not 'broken' previously working code. • In a manual testing process, regression testing is expensive but, with automated testing, it is simple and straightforward.

## **Chapter 8 Software testing 46 Benefits of test driven ...**

Component testing should focus on testing component interfaces.<br />System testing, where some or all of the components in a system are integrated and the system is tested as a whole. System testing should focus on testing component interactions.<br />Chapter 8 Software testing<br />17<br />. 18.

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Chapter 8 Software testing Program testing Testing is intended to show that a program does what it is intended to do and to discover program defects before it is put into use.

## **Figures - Chapter 8**

CHAPTER 8 Testing Testing is the process of comparing the invisible to the ambiguous, so as to avoid the unthinkable happening to the anonymous.

## **CHAPTER 8 TESTING - Beginning Software Engineering [Book]**

Software Testing 4 Given below are some of the most common myths about software testing. Myth 1: Testing is Too Expensive Reality: There is a saying, pay less for testing during software development or pay more for maintenance or correction later. Early testing saves both time and cost in many aspects, however

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Partition testing •Input data and output results often fall into different classes where all members of a class are related •Each of these classes is an equivalence partition or domain where the program behaves in an equivalent way for each class  
Intermediate Software Testing ...

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