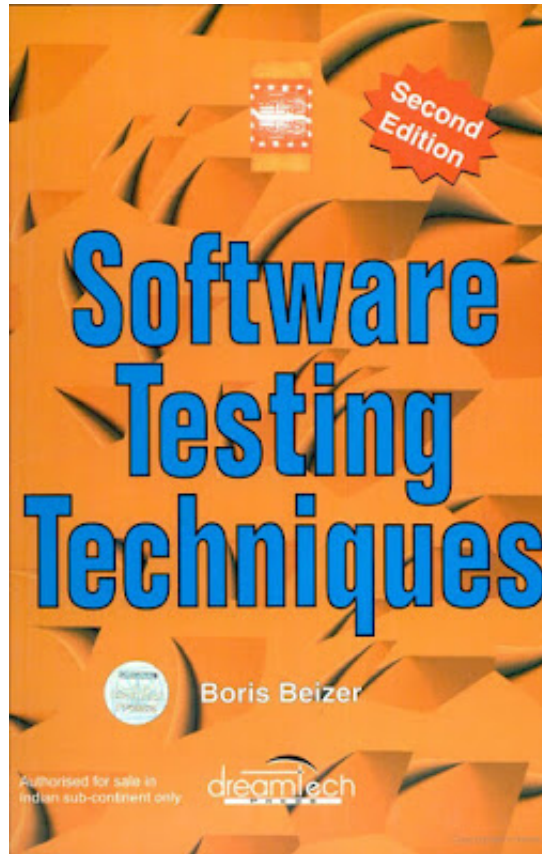

Software Testing Techniques By Boris Beizer Ppt Free Download



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This article is under development. No mistakes were found in the code, but I use this page to collect and organize all kinds of information to start learning about software testing. I have experience from various different programming languages such as C/C++, Java, Objective-C, C#, PHP, Python, Ruby, and JavaScript. Some of these topics may seem basic but still will help you at some point in your career.

Development Principles When you are testing, make sure you test the behavior of the code. Avoid just testing the output of the code. Always think about how the code interacts with the outside world. For example, in mobile development, when the user taps on the screen, the view (sometimes the entire app) will move and sometimes the underlying view will change, depending on the API. Testing at this level is called End-to-End Testing. This kind of testing is important for functional testing and regression testing. For example, I had a car rental app with two screens. One screen was the user's order. The other screen was the car description. These screens were simple screens and the order was never changing. The description screen was used to display the details of each car. In the order screen, the user can either select the checkboxes next to each car or tap "Done". In testing, I needed to ensure the user was not able to tap "Done" on the description screen unless the user had at least one car selected. I wrote the test and it failed. The problem was simple. There was no additional validation on the "Done" button. The code would always return true if there was at least one car selected. I modified the code and fixed the bug. I tested the code again and passed the test. This way of thinking about testing will help you in your career. The principles are as follows.

1. Consider how the code interacts with the outside world.
2. Always think about how the code handles errors.
3. When writing a test, think about what the test means. What does the test code tell you?
4. Do not add more code than is necessary to satisfy the test.
5. Whenever you change code, test the code.
6. Never test more than you should be testing.
7. Always test the code as if you are

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