

Principles of Software Testing		Topical Outline
<ul style="list-style-type: none"> • Understand basic testing vocabulary • Define the basic testing process and relate it to the development process • Define the basic testing life cycle • Understand contents of the testing documentation 		<p>Testing in Perspective</p> <ul style="list-style-type: none"> ➤ Definitions of Testing ➤ Basic Testing Terminology ➤ Objectives and Limits ➤ Types of Testing <p>Basic Testing Process</p> <ul style="list-style-type: none"> ➤ White and Black Box Testing ➤ Negative VS Positive ➤ Static Testing Techniques ➤ Dynamic Testing Techniques <p>Testing Types in the Development Life Cycle</p> <ul style="list-style-type: none"> ➤ Unit Testing ➤ Functional Testing ➤ Integration Testing ➤ System Testing ➤ End-User Scenario Testing <p>Strategies</p> <ul style="list-style-type: none"> ➤ Approaches and Reviews ➤ Walkthroughs ➤ Inspections ➤ Traceability Matrix <p>The Testing Life Cycle</p> <ul style="list-style-type: none"> ➤ Test Strategy ➤ Test Planning ➤ Test Design ➤ Test Execution ➤ Incident Management ➤ Testing Metrics ➤ Baselines and Versions
<p>Description</p> <p>Principles of Software Testing provides an overview to basic testing vocabulary and processes. Hands-on exercises of various techniques reinforce the vocabulary and processes. Towards the end of the course, a case study of a testing project ties all of the course concepts together.</p>	<p>Audience, Prerequisites</p> <p>Class attendees are typically QA testers, analysts and engineers who need to develop a working knowledge of software testing methodology. No familiarity with testing principles in theory and in practice is assumed.</p> <p>Course length: 2 days</p> <p>Course format: lecture plus individual and group exercises and discussions.</p>	