FUNDAMENTALS OF SOFTWARE TESTING

2 Days Classroom
3 Days Live Online

Individual: $1295

Group: $1195

GSA: $1185

Credits: 14 PDUs

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COURSE OVERVIEW

Fundamentals of Software Testing provides an eye-opening view into this challenging task based on several sources of industry best practice. It provides a complete picture of the testing process, how it fits into the development life cycle, how to properly scope and prioritize testing activities, and what techniques to use for optimal results. Students come away with many ideas that they can apply in their own projects to improve the effectiveness and efficiency of testing efforts.

COURSE OUTLINE

Part 1: Introduction and Overview

Part 2: What to Test and How to Test it — The Universal Testing Method

1. Model the Testing Space
2. Determine Test Coverage
3. Determine Test Oracles
4. Determine Test Procedures
5. Configure the Test System
6. Operate the Test System
7. Observe the Test System
8. Evaluate Test Results
9. Report Test Results

Part 3: Test Case Strategies

1. White Box strategies
2. Black Box strategies
3. Input and data-based strategies
4. User interface oriented strategies
5. Business Process flow strategies
6. Strategies based on your personal and organizational experiences

Part 4: Common Phases of Testing

1. Unit and Software
2. Integration
3. System and System Integration
4. Product Readiness
5. Regression
6. User Acceptance

Part 5: Approaches to Testing

1. The Testing Approach Continuum
2. Scripted Testing
3. Freestyle Testing
4. Middle-Ground (Charters, Checklists, Scenarios)

Part 6: Non-Functional Testing

1. Performance
2. Usability
3. Accessibility
4. Security
5. Portability
6. Localization

Part 7: Platform Specialization

1. Web-Based
2. Mobile
3. SOA (Service-Oriented Architecture)
4. Telephony and Voice
5. DW/BI (Data Warehouse and Business Intelligence)
6. COTS/MOTS - Package Implementations (COTS)

Part 8: Test Automation — Bonus Section

1. Automated Test Tools
2. System Monitor Tools
3. File/Database Comparison Tools
4. Static Analysis Tools

Part 9: Behavior Driven Development (BDD) & Test Driven Development (TDD) — Bonus Section

1. Test-Driven Development activities
2. Behavior-Driven Development activities
3. Tools for Different Languages

Part 10: Managing Testing Projects

See website for full outline

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