Boris Beizer Software Testing Techniques 2nd Edition Dreamtech 2009

CD-ROM contains: Canned HEAT v.2.0 -- Holodeck Lite v. 1.0.

This book will teach you how to test computer software under real-world conditions. The authors have all been test managers and software development managers at well-known Silicon Valley software companies. Successful consumer software companies have learned how to produce high-quality products under tight time and budget constraints. The book explains the testing side of that success. Who this book is for: * Testers and Test Managers * Project Managers-Understand the timeline, depth of investigation, and quality of communication to hold testers accountable for. * Programmers-Gain insight into the sources of errors in your code, understand what tests your work will have to pass, and why testers do the things they do. * Students-Train for an entry-level position in software development. What you will learn: * How to find important bugs quickly * How to describe software errors clearly * How to create a testing plan with a minimum of paperwork * How to design and use a bug-tracking system * Where testing fits in the product development process * How to test products that will be translated into other languages * How to test for compatibility with devices, such as printers * What laws apply to software quality

Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software.This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authorsOCO more than 25 years of experience."

A hands-on guide to testing techniques that deliver reliable software and systems Testing even a simple system can quickly turn into a potentially infinite task. Faced with tight costs and schedules, testers need to have a toolkit of practical techniques combined with hands-on experience and the right strategies in order to complete a successful project. World-renowned testing expert Rex Black provides you with the proven methods and concepts that test professionals must know. He presents you with the fundamental techniques for testing and clearly shows you how to select and apply successful strategies to test a system with budget and time constraints. Black begins by discussing the goals and tactics of effective and efficient testing. Next, he lays the foundation of his technique for risk-based testing, explaining how to analyze, prioritize, and document risks to the quality of the system using both informal and formal techniques. He then clearly describes how to design, develop, and, ultimately, document various kinds of tests. Because this is a hands-on activity, Black includes realistic, life-sized exercises that illustrate all of the major test techniques with detailed solutions. By the end of this book, you'll know more about the nuts and bolts of testing than most testers learn in an entire career, and you'll be ready to put those ideas into action on your next test project. With the help of real-world examples integrated throughout the chapters, you'll discover how to: Analyze the risks to system quality Allocate your testing effort appropriately based on the level of risk Choose the right testing strategies every time Design tests based on a system's expected behavior (black box) or internal structure (white box) Plan and perform integration testing Explore and attack the system Focus your hard work to serve the needs of the project The author's companion Web site provides exercises, tips, and techniques that can be used to gain valuable experience and effectively test software and systems. Wiley Technology Publishing Timely. Practical. Reliable. Visit the author's Web site at http://www.rexblackconsulting.com/

More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test

automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology. 0201809389B04062001

Most organizations have a firewall, antivirus software, and intrusion detection systems, all of which are intended to keep attackers out. So why is computer security a bigger problem today than ever before? The answer is simple--bad software lies at the heart of all computer security problems. Traditional solutions simply treat the symptoms, not the problem, and usually do so in a reactive way. This book teaches you how to take a proactive approach to computer security. Building Secure Software cuts to the heart of computer security to help you get security right the first time. If you are serious about computer security, you need to read this book, which includes essential lessons for both security professionals who have come to realize that software is the problem, and software developers who intend to make their code behave. Written for anyone involved in software development and use—from managers to coders—this book is your first step toward building more secure software. Building Secure Software provides expert perspectives and techniques to help you ensure the security of essential software. If you consider threats and vulnerabilities early in the devel-opment cycle you can build security into your system. With this book you will learn how to determine an acceptable level of risk, develop security tests, and plug security holes before software is even shipped. Inside you'll find the ten guiding principles for software security, as well as detailed coverage of: Software risk management for security Selecting technologies to make your code more secure Security implications of open source and proprietary software How to audit software The dreaded buffer overflow Access control and password authentication Random number generation Applying cryptography Trust management and input Client-side security Dealing with firewalls Only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won't have to play the "penetrate and patch" game anymore. Get it right the first time. Let these expert authors show you how to properly design your system; save time, money, and credibility; and preserve your customers' trust.

A highly anticipated book from a world-class authority who has trained on every continent and taught on many corporate campuses, from GTE to Microsoft First book publication of the two critically acclaimed and widely used testing methodologies developed by the author, known as MITs and S-curves, and more methods and metrics not previously available to the public Presents practical, hands-on testing skills that can be used everyday in real-life development tasks Includes three in-depth case studies that demonstrate how the tests are used Companion Web site includes sample worksheets, support materials, a discussion group for readers, and links to other resources

The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day The rules of battle for tracking down -- and eliminating -- hardware and software bugs. When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix. Illustrating the rules with real-life bug-detection war stories, the book shows readers how to: * Understand the system: how perceiving the ""roadmap"" can hasten your journey * Quit thinking and look: when hands-on investigation can't be avoided * Isolate critical factors: why changing one element at a time can be an essential tool * Keep an audit trail: how keeping a record of the debugging process can win the day

This is the digital version of the printed book (Copyright © 1996). Written in a remarkably clear style, Creating a Software Engineering Culture presents a comprehensive approach to improving the quality and effectiveness of the software development process. In twenty chapters spread over six parts, Wiegers promotes the tactical changes required to support process improvement and high-quality software development. Throughout the text, Wiegers identifies scores of culture builders and culture killers, and he offers a wealth of references to resources for the software engineer, including seminars, conferences, publications, videos, and on-line information. With case studies on process improvement and software metrics programs and an entire part on action planning (called “What to Do on Monday”), this practical book guides the reader in applying the concepts to real life. Topics include software culture concepts, team behaviors, the five dimensions of a software project, recognizing achievements, optimizing customer involvement, the project champion model, tools for sharing the vision, requirements traceability matrices, the capability maturity model, action planning, testing, inspections, metrics-based project estimation, the cost of quality, and much more! Principles from Part 1 Never let your boss or your customer talk you into doing a bad job. People need to feel

the work they do is appreciated. Ongoing education is every team member’s responsibility. Customer involvement is the most critical factor in software quality. Your greatest challenge is sharing the vision of the final product with the customer. Continual improvement of your software development process is both possible and essential. Written software development procedures can help build a shared culture of best practices. Quality is the top priority; long-term productivity is a natural consequence of high quality. Strive to have a peer, rather than a customer, find a defect. A key to software quality is to iterate many times on all development steps except coding: Do this once. Managing bug reports and change requests is essential to controlling quality and maintenance. If you measure what you do, you can learn to do it better. You can’t change everything at once. Identify those changes that will yield the greatest benefits, and begin to implement them next Monday. Do what makes sense; don’t resort to dogma.

Offers irreverent advice on bad software discussing why so much of it is bad and how to recognize poor quality, how to avoid bugs and the damage they can do, what to look for in instruction manuals, and how and where to complain

This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers, Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at http: //javafortesters.com The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book cover the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has have written thousands of lines of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: https: //github.com/eviltester/javaForTestersCode

To successfully perform a job of software tester you should have a sound knowledge of testing fundamentals and should be able to correlate that knowledge with the experience you have learned while working as a tester on a software project. This book will teach you both, the first half of the book provides a detailed explanation of the fundamentals of software testing and the second half focuses on a step by step walk-through of a real-life testing project. This will help you to understand how the real software projects are run from start to end and where the testing fits in the big picture of the project lifecycle. The book provides details of each testing activities which will help you to understand how the test activities are planned, executed and monitored in real projects. This book is a roadmap, a guide to understanding the bits and pieces of software testing and how you can apply them when you are working as a tester on a project. This book will teach you each and everything you should know about software testing with references to a real-life project. This book will not only help you in securing your first testing job but will also guide you on your day-to-day journey as a software tester.

"Software Testing: Principles and Practices is a comprehensive treatise on software testing. It provides a pragmatic view of testing, addressing emerging areas like extreme testing and ad hoc testing"--Resource description page.

The only complete guide to all aspects and uses of simulation-from the international leaders in the field There has never been a single definitive source of key information on all facets of discrete-event simulation and its applications to major industries. The Handbook of Simulation brings together the contributions of leading academics, practitioners, and software developers to offer authoritative coverage of the principles, techniques, and uses of discrete-event simulation. Comprehensive in scope and thorough in approach, the Handbook is the one reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of: * Simulation methodology, from experimental design to data analysis and more * Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed simulation * Applications across a full range of manufacturing and service industries * Guidelines for successful simulations and sound simulation project management * Simulation software and simulation industry vendors

C. Amting Directorate General Information Society, European Commission, Brussels th Under the 4 Framework of European Research, the European Systems and Soft ware Initiative (ESSI) was part ofthe ESPRIT Programme. This initiative funded more than 470 projects in the area ofsoftware and system process improvements. The majority of these projects were process improvement experiments carrying out and taking up new development processes, methods and technology within the software development process ofa company. In addition, nodes (centres ofexper tise), European networks (organisations managing local activities), training and dissemination actions complemented the process improvementexperiments. ESSI aimed at improving the software development capabilities of European enterprises. It focused on best practice and helped European companies to develop world class skills and associated technologies to build the increasingly complex and varied systems needed to compete in the marketplace. The dissemination activities were designed to build a forum, at European level, to exchange information and knowledge gained within process improvement ex periments. Their major objective was to spread the message and the results of experiments to awider audience, through a variety ofdifferent channels. The European Experience Exchange ~UR~X) project has been one ofthese dis semination activities within the European Systems and Software Initiative.~UR~)(has collected the results of practitioner reports from numerous workshops in Europe and presents, in this series of books, the results of Best Practice achieve ments in European Companies over the last few years.

From a leading expositor of testing methods, a practical, comprehensive, hands-on guide to the state-of-the-art black-box testing techniques This book fills a long-standing need in the software and general systems development communities to make the essential aspects of black-box testing available in one comprehensive work. Written by one of the world's most respected figures in the field of testing, it is both a valuable working resource for independent testers and programmers and an excellent practical introduction for students. Dr. Boris Beizer clearly explains the principles behind behavioral testing in general and behind the most important black-box testing techniques in use today, which involve testing a system based on its desired behavior or function and for conformance to its specifications. Then, with fully worked examples, he leads you step-by-step from specifications to finished test cases. Complete coverage of all important test techniquesæincluding those that apply to object-oriented software * Up-to-dateæincluding the most recent breakthroughs in domain testing that now make this technique available to the working tester with no tools needed beyond a calculator or spreadsheet * Examples based on the popular off-the-shelf tax preparation packages let you try the techniques on your favorite tax software * Includes all necessary IRS tax forms * Self-evaluation quizzes help you evaluate your understanding of the material

This book is about "testing in the medium." It concentrates on thorough testing of moderate sized components of large systems--subsystems--a prerequisite for effective and efficient testing of the integrated system. It aims to present a sensible, flexible, affordable, and coherent testing process. It provides detailed techniques and tricks of the trade, addressed to programmers, system testers, and programmers/testers responsible for bug fixes.

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

Software development and quality assurance managers can use this thorough guide to system testing to ensure high-quality software. A worthy reference addition to any library!

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

As dependency on software systems increases, so equally does the need for trained and qualified testers. In a world of employment mobility, having an internationally recognized qualification ensures that there is a common understanding of the testing issues at hand. Software testers preparing for the International Software Testing Qualification Board (ISTQB) examination - the first and only international certification scheme available - will find full support for their study in this book. Designed to help software and system testing professionals pass and qualify at Foundation Level, syllabus coverage is complete and enhanced with learning aids. As the authors are seasoned test-professionals and developers of the ISTQB syllabus itself, this book is written 'from the source' and with 100% relevancy. The authors adopt a practical and hands-on approach, covering the fundamental principles that every software tester should know. This is the ideal one-stop study guide for anyone taking the ISTQB Foundation Level examination.

Testing SAP R/3: A Manager's Step-by-Step Guide shows how to implement a disciplined, efficient, and proven approach for testing SAP R/3 correctly from the beginning of the SAP implementation through post-production support. The book also shows SAP professionals how to efficiently provide testing coverage for all SAP objects before they are moved into a production environment.

2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you’re not quite Google’s size…yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests…thinking like real users…implementing exploratory, black box, white box, and acceptance testing…getting usable feedback…tracking issues…choosing and creating tools…testing “Docs & Mocks,” interfaces, classes, modules, libraries, binaries, services, and infrastructure…reviewing code and refactoring…using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator–and make your whole organization more productive!

A tester’s mind is never at rest. It is constantly searching, over populated with information, and continually discovering changes to context. A tester at work is interacting with plenty of people who don’t understand testing, pretend to understand or have conflicting ideas of testing. A combination of all this creates restlessness in a tester’s mind. A restless mind ends up with fragmented learning and chaos. This impacts the quality of life itself. Is this book for you?

Written by the founder and executive director of the Quality Assurance Institute, which sponsors the most widely accepted certification program for software testing Software testing is a weak spot for most developers, and many have no system in place to find and correct defects quickly and efficiently This comprehensive resource provides step-by-step guidelines, checklists, and templates for each testing activity, as well as a self-assessment that helps readers identify the sections of the book that respond to their individual needs Covers the latest regulatory developments affecting software testing, including Sarbanes-Oxley Section 404, and provides guidelines for agile testing and testing for security, internal controls, and data warehouses CD-ROM with all checklists and templates saves testers countless hours of developing their own test documentation Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Thoroughly researched practical and comprehensive book that aims: To introduce you to the concepts of software quality assurance and testing process, and help you achieve high performance levels. It equips you with the requisite practical expertise in the most widely used software testing tools and motivates you to take up software quality assurance and software testing as a career option in true earnest.· Software Quality Assurance: An Overview· Software Testing Process· Software Testing Tools: An Overview· WinRunner· Silk Test· SQA Robot· LoadRunner· JMeter· Test Director· Source Code Testing Utilities in Unix/Linux Environment

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, Lessons Learned in

Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Looks at a successful software project and provides details for software development for clients using object-oriented design and programming.

Written by a leading expert in the field, this unique volume contains current test design approaches and focuses only on software test design. Copeland illustrates each test design through detailed examples and step-by-step instructions.

This updated and reorganized fourth edition of Software Testing: A Craftsman's Approach applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, Software Testing: A Craftsman’s Approach, Fourth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers.

An updated edition of the best tips and tools to plan, build, and execute a structured test operation In this update of his bestselling book, Rex Black walks you through how to develop essential tools and apply them to your test project. He helps you master the basic tools, apply the techniques to manage your resources, and give each area just the right amount of attention so that you can successfully survive managing a test project! Offering a thorough review of the tools and resources you will need to manage both large and small projects for hardware and software, this book prepares you to adapt the concepts across a broad range of settings. Simple and effective, the tools comply with industry standards and bring you up to date with the best test management practices and tools of leading hardware and software vendors. Rex Black draws from his own numerous testing experiences-- including the bad ones, so you can learn from his mistakes-- to provide you with insightful tips in test project management. He explores such topics as: Dates, budgets, and quality-expectations versus reality Fitting the testing process into the overall development or maintenance process How to choose and when to use test engineers and technicians, contractors and consultants, and external test labs and vendors Setting up and using an effective and simple bug-tracking database Following the status of each test case The companion Web site contains fifty tools, templates, and case studies that will help you put these ideas into action--fast! Software Testing TechniquesVan Nostrand Reinhold CompanyBlack-Box TestingTechniques for Functional Testing of Software and SystemsWiley

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

How to Find and Fix the Killer Software Bugs that Evade Conventional Testing In Exploratory Software Testing, renowned software testing expert James Whittaker reveals the real causes of today’s most serious, well-hidden software bugs--and introduces powerful new “exploratory” techniques for finding and correcting them. Drawing on nearly two decades of experience working at the cutting edge of testing with Google, Microsoft, and other top software organizations, Whittaker introduces innovative new processes for manual testing that are repeatable, prescriptive, teachable, and extremely effective. Whittaker defines both in-the-small techniques for individual testers and in-the-large techniques to supercharge test teams. He also introduces a hybrid strategy for injecting exploratory concepts into traditional scripted testing. You’ll learn when to use each, and how to use them all successfully. Concise, entertaining, and actionable, this book introduces robust techniques that have been used extensively by real testers on shipping software, illuminating their actual experiences with these techniques, and the results they’ve achieved. Writing for

testers, QA specialists, developers, program managers, and architects alike, Whittaker answers crucial questions such as: • Why do some bugs remain invisible to automated testing--and how can I uncover them? • What techniques will help me consistently discover and eliminate “show stopper” bugs? • How do I make manual testing more effective--and less boring and unpleasant? • What’s the most effective high-level test strategy for each project? • Which inputs should I test when I can’t test them all? • Which test cases will provide the best feature coverage? • How can I get better results by combining exploratory testing with traditional script or scenario-based testing? • How do I reflect feedback from the development process, such as code changes?

A guide to the various tools, techniques, and methods available for automated testing of software under development. Using case studies of successful industry implementations, the book describes incorporation of automated testing into the development process. In particular, the authors focus on the Automated Test Lifecycle Methodology, a structured process for designing and executing testing that parallels the Rapid Application Development methodology commonly used. Annotation copyrighted by Book News, Inc., Portland, OR

Software Testing is specially developed to serve as a text book for the undergraduate and postgraduate students of Computer Science Engineering and Information Technology. The book focusses on software testing as not just being the phase of software development life cycle but a completeprocess to fulfill the demand of quality software. Written in a very lucid style with crisp and to-the-point descriptions, the book covers chapters on the various software testing methodologies, test management, software metrics, software quality assurance, test automation, object-oriented testing and debugging. It also describes all the methods fortest case design which is the prime issue for software testing. The book is interactive and includes a large number of test cases, examples, MCQs and unsolved problems for practice.