Subject Code	Subject Name	Credits
26CS105	SOFTWARE TESTING	4

Course Objectives:

1. To understand the various concept related to software testing
2. To get to know different testing methods
3. Get to know about different metrics

Learning Objectives:

On successful completion of the course, students will be able to:

1. To familiarize the roll of testing in software development

Unit 1 - Introduction (12 hrs.):
Principles of Testing – Phases of a Software Project – Life Cycle Models

Unit 2 - Types of Sofrware Testing (12 hrs.):
White Box Testing – Black Box Testing – Integration Testing – Functional System Testing – Non-Functional Testing – Acceptance Testing

Unit 3 - Performance Testing (12 hrs.):
Performance Testing – Regression Testing – Performance Test on Object Oriented Systems – Usability Testing – Accessibility Testing

Unit 4 - Test Management (12 hrs.):
Organization Structures for Single Product and Multi Product Companies – Test Planning – Test Management – Test Process – Test Reporting

Unit 5 - Automation Test (12 hrs.):
Software Test Automation – Need to Automate – Scope of Automation – Process Model for Automation –Types of Metrics – Project Metrics – Productivity Metrics

Reference Books:

1. Software Testing: Principles and Practice BySrinivasanDesikan
2. Practical Software Testing: A Process-Oriented Approach By Ilene Burnstein
3. Exploratory Software Testing: Tips, Tricks, Tours, and Techniques to Guide Test Design by James A. Whittaker, Pearson Education
4. Pragmatic Software Testing: Becoming an Effective and Efficient Test Professional by Rex Black John Wiley & Sons
5. The Art of Software Testing by Glenford J. Myers, Corey Sandler, Tom Badgett

FULLY HUMAN Fully Alive