

March3rd-Project2

Publisher: Harini Mahaswami

Start: Mar 3, 2017 Due: Mar 3, 2017

Project Overview

Produced with Scholar

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March3rd-Project2T

March3rd-Project2ST

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Mar 3, 2017 at 12:37 PM

Version 2

meets the requirements that guided its design and development, responds correctly to all kinds of inputs, performs its functions within an acceptable time, is sufficiently usable can be installed and run in its intended environments, and achieves the general result its stakeholders desire.

As the number of possible tests for even simple software components is practically infinite, all software testing uses some strategy to select tests that are feasible for the available time and resources. As a result, software testing typically (but not exclusively) attempts to execute a program or application with the intent of finding software bugs (errors or other defects). The job of testing is an iterative process as when one bug is fixed, it can illuminate other, deeper bugs, or can even create new ones.

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Copy of Android Development Kit (Version 4)

Version 2

Tool to create app

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Although testing can determine the correctness of software under the assumption of some specific hypotheses (see hierarchy of testing difficulty below), testing cannot identify all the defects within software.[2] Instead, it furnishes a criticism or comparison that compares the state and behavior of the product against oracles—principles or mechanisms by which someone might recognize a problem. These oracles may include (but are not limited to) specifications, contracts,[3] comparable products, past versions of the same product, inferences about intended or expected purpose, user or customer expectations, relevant standards, applicable laws, or other criteria.

A primary purpose of testing is to detect software failures so that defects may be discovered and corrected. Testing cannot establish that a product functions properly under all conditions but can only establish that it does not function properly under specific conditions.[4] The scope of software testing often includes examination of code as well as execution of that code in various environments and conditions as well as examining the aspects of code: does it do what it is supposed to do and do what it needs to do. In the current culture of software development, a testing organization may be separate from the development team. There are various roles for testing team members. Information derived from software testing may be used to correct the process by which software is developed.[5]

Every software product has a target audience. For example, the audience for video game software is completely different from banking software. Therefore, when an organization develops or otherwise invests in a software product, it can assess whether the software product will be acceptable to its end users, its target audience, its purchasers and other stakeholders. Software testing is the process of attempting to make this assessment.

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Software testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test.[1] Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include the process of executing a program or application with the intent of finding software bugs (errors or other defects), and to verify that the software product is fit for use.

Software testing involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

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Software testing can provide objective, independent information about the quality of software and risk of its failure to users and/or sponsors.[1]

Software testing can be conducted as soon as executable software (even if partially complete) exists. The overall approach to software development often determines when and how testing is conducted. For example, in a phased process, most testing occurs after system requirements have been defined and then implemented in testable programs. In contrast, under an Agile approach, requirements, programming, and testing are often done concurrently.

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