

Software Testing – Glossary of terms

Version: 1.0

Last modified: 11 of November 2016

Term	Meaning
Black-box testing	Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings.
Bug	A (software) bug is an error, flaw, failure or fault in a computer program or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.
Bug management	Bug management includes the process of documenting, categorizing, assigning, reproducing, correcting and releasing the corrected code.
Bug tracking system	A bug tracking system is a software application that keeps track of reported software bugs in software development projects.
Exploratory testing	Exploratory testing seeks to find out how the software works, and to ask questions about how it will handle difficult and easy cases. The quality of the testing is dependent on the tester's skill of inventing test cases and finding defects. While the software is being tested, the tester learns things that together with experience and creativity generates new good tests to run.
Functional testing	Functional testing is a type testing that bases on the specifications of the software component under test. Functions are tested by feeding them input and examining the output, and internal program structure is rarely considered. Functional testing usually describes what the system does. Functional testing can be done by manual or automation-testing.
Integration testing	Integration testing is the phase in software testing in which individual software modules are combined and tested as a group.
Load testing	Load testing is the process of putting demand on a software system or computing device and measuring its response. Load testing is performed to determine a system's behavior under both normal and anticipated peak load conditions.

Term	Meaning
Manual testing	Manual testing is the process of manually testing software for defects. It requires a tester to play the role of an end user and use most of all features of the application to ensure correct behavior.
Priority	<p>Priority controls where a bug falls on the list of planned changes. Priorities are sometimes numerical and sometimes named, such as "critical," "high," "low" or "deferred".</p> <p>(Relationship between priority and severity: Severe bugs may still not be of high priority. For example, a crash (high severity) that happens only rarely may be low priority.)</p>
Quality assurance	Quality assurance (QA) is a way of preventing mistakes or defects in manufactured products and avoiding problems when delivering solutions or services to customers.
Regression Testing	Regression testing is a type of software testing that verifies that software previously developed and tested still performs correctly even after it was changed or interfaced with other software.
Security testing	Security testing is a process intended to reveal flaws in the security mechanisms of an information system that protect data and maintain functionality as intended. Due to the logical limitations of security testing, passing security testing is not an indication that no flaws exist or that the system adequately satisfies the security requirements.
Severity	<p>Severity is the impact the bug has on system operation. Some software publishers use severities such as "critical", "high", "low" and "blocker".</p> <p>(Relationship between priority and severity: Severe bugs may still not be of high priority. For example, a crash (high severity) that happens only rarely may be low priority.)</p>
Software testing	Software testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test.
Test automation	Test automation is the use of special software (separate from the software being tested) to control the execution of tests and the comparison of actual outcomes with predicted outcomes. Test automation can automate some repetitive but necessary tasks.

Term	Meaning
Test case	A test case, in software engineering, is a set of conditions under which a tester will determine whether an application, software system or one of its features is working as it was originally established for it to do.
Unit testing	Unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data are tested to determine whether they are fit for use. Intuitively, one can view a unit as the smallest testable part of an application.
Usability Testing	Usability testing is a technique to evaluate a product by testing it on users. Usability testing measures the usability, or ease of use, of a specific object. Some important usability heuristics are Visibility of system status, Aesthetic and minimalist design, Error prevention and Match between system and the real world.
White-box testing	White-box testing is a method of testing software that tests internal structures or workings of an application.

Do you miss a term? Let us know: office@bugwhisperers.com

Resource: en.wikipedia.org

License Text/Glossary: Creative Commons Attribution-ShareAlike 3.0 Unported License and GNU Free Documentation License