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Testing Computer Software, 2nd EditionThe content of the book is just what I was looking for. I have 30 years in software development (SW Engineer), have done all phases of the s/w life cycle, and recently am having to step up verification (testing) efforts at the mid-size company where I work, which is too small to have a formal verification team.

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Testing Computer Software, 2nd Edition ISBN : 9780471358466 Title : Testing Computer Software, 2nd Edition Authors : Kaner, Cem, Falk, Jack, Nguyen, Hung Q. Binding : Paperback Publisher : Wiley Publication Date : Apr 12 1999 Condition : New Ships in a BOX from Central Missouri! UPS shipping for most packages, (Priority Mail for AK/HI/APO/PO ...

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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

Testing Computer Software provides a realistic, pragmatic introduction to testing consumer and business software under normal business conditions. 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.

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

Software Testing Techniques, 2nd Edition is the first book-length work that explicitly addresses the idea that design for testability is as important as testing itself not just by saying that testability is a desirable goal, but by showing the reader how to do it. Every chapter has testability guidelines that illustrate how the technique discussed in the chapter can be used to make software more easily tested and therefore more reliable and maintainable. Application of all techniques to unit, integration, maintenance, and system testing are discussed throughout this book. As a self-study text, as a classroom text, as a working reference, it is a book that no programmer, independent software tester, software engineer, testing theorist, system designer, or software project manager can be without.

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.

It may surprise you to learn that Microsoft employs as many software testers as developers. Less surprising is the emphasis the company places on the testing discipline—and its role in managing quality across a diverse, 150+ product portfolio. This book—written by three of Microsoft's most prominent test professionals—shares the best practices, tools, and systems used by the company's 9,000-strong corps of testers. Learn how your colleagues at Microsoft design and manage testing, their approach to training and career development, and what challenges they see ahead. Most important, you'll get practical insights you can apply for better results in your organization. Discover how to: Design effective tests and run them throughout the product lifecycle Minimize cost and risk with functional tests, and know when to apply structural techniques Measure code complexity to identify bugs and potential maintenance issues Use models to generate test cases, surface unexpected application behavior, and manage risk Know when to employ automated tests, design them for long-term use, and plug into an automation infrastructure Review the hallmarks of great testers—and the tools they use to run tests, probe systems, and track progress efficiently Explore the challenges of testing services vs. shrink-wrapped software

Avoid technological lemons and be your own consumer advocate. Most software products are released with known defects. Misleading advertising is rampant in the industry, and few software publishers provide real warranties for their products. And as we all know, most software companies provide woefully inadequate technical support. Quite simply, consumers usually get the short end of the stick in the software industry. Not for long, if the authors of Bad Software can help it. This book pulls no punches in explaining why things are so bad, and how consumers can best stand up for themselves. The authors provide guidance on how to troubleshoot faulty software and when to call for help; exactly what to demand of software companies when defective products cost you time and money; how to ensure a replacement or refund; how best to deal with intransigent companies and their personnel; and much more. Written by industry insiders with software management, technical support management, and legal experience, this book will show you how to fight for your rights and get valuable results. Companion Web site features legislative and regulatory news and commentary, court cases, and contact information for protection agencies.

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?

The classic, landmark work on software testing The hardware and software of computing have changed markedly in the three decades since the first edition of The Art of Software Testing, but this book's powerful underlying analysis has stood the test of time. Whereas most books on software testing target particular development techniques, languages, or testing methods, The Art of Software Testing, Third Edition provides a brief but powerful and comprehensive presentation of time-proven software testing approaches. If your software development project is mission critical, this book is an investment that will pay for itself with the first bug you find. The new Third Edition explains how to apply the book's classic principles to today's hot topics including: Testing apps for iPhones, iPads, BlackBerrys, Androids, and other mobile devices Collaborative (user) programming and testing Testing for Internet applications, e-commerce, and agile programming environments Whether you're a student looking for a testing guide you'll use for the rest of your career, or an IT manager overseeing a software development team, The Art of Software Testing, Third Edition is an expensive book that will pay for itself many times over.

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