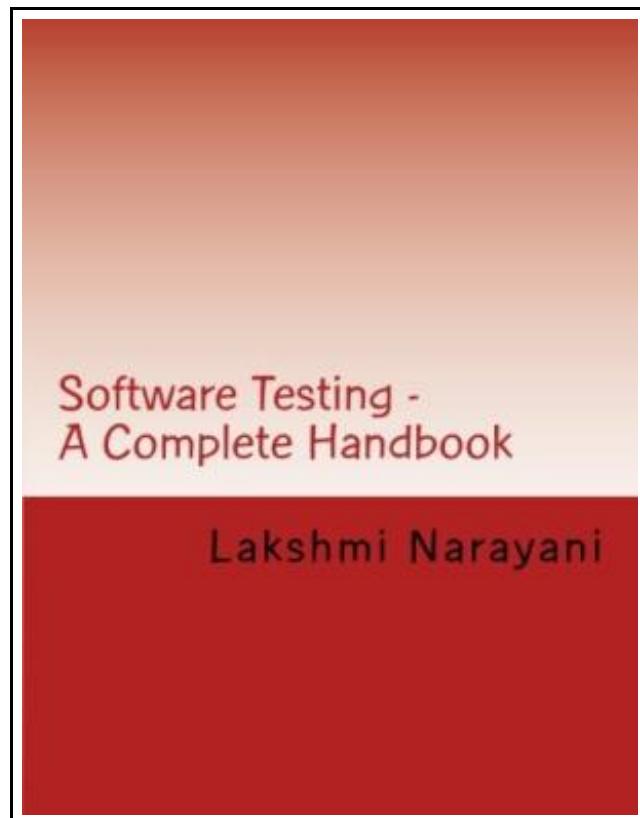


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Createspace, United States, 2012. Paperback. Book Condition: New. 278 x 214 mm. Language: English . Brand New Book ***** Print on Demand *****.This book is intended to be a good foundation on Software Testing concepts and processes for an aspiring or a novice tester, or anyone that wants to venture into the very interesting field of Software Testing to learn the basic tricks of the trade. Usage of jargon or complex principles and techniques has been intentionally avoided to make it easy to read and comprehend. The author has been a Software Testing practitioner for many years and everything that is included in this book is directly coming out of the practical experience. How is the book organized? Chapters 1 through 4 explain the very basic concepts of Software Testing, the systems, the key players and the Software Testing Life Cycle. Chapters 5 through 12 elaborate on the test phases and the processes and tools every tester should know about along with some examples and process flow diagrams. Chapters 13 through 15 contain some practical wisdom on topics like defect detection techniques, how to write effective tests for GUI objects and how to become a successful Tester. Some of these have also been published as separate e-books. Chapter 16 has useful exercises on the topics covered in the book to confirm and reinforce the concepts covered in this book. Solutions or answers have not been provided intentionally - that would make it way too easy to skim through and forget. To verify whether the answers are correct, it is recommended to go back and re-read the relevant chapters.



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