**Quality Assurance Definitions**

**Alpha Testing** – testing of an application before completion of development, but some functionality (inputs and outputs) is available.

**Beta Testing** – testing of an application after most other testing and development has been completed. Normally, this testing is performed by the end customer.

**Black Box Testing** - testing based on requirements and functionality and not based on knowledge of the underlying internal design, logic, or code. Similar to functional testing.

**Disaster Recovery Testing** – testing performed to determine how well a system recovers from a major failure. Failures include software failure, hardware failure, temporary location failure (power outage), and catastrophic location failure (building fire).

**Functional Testing** - process of individually testing all of the functions and features of a product to ensure that it meets the written specifications. Functional testing can also include functional completeness, usability, WC3, Bobby, ADA, and 508 compliance testing. This testing is normally performed by a software tester.

**Load / Stress Testing** - process of simulating high user volume, significant system activity, or heavy repetition of actions or inputs against a product to determine at what point the system's response time or performance degrades or system failure occurs. This testing is normally performed by a software tester often with the help of a software load tool.

**Module Integration Testing**- testing of combined units of a module to determine if they function together correctly. This testing is generally performed by a programmer in preparation for delivery to QA.

**Performance Testing** - testing process to make the system as efficient as possible in terms of response time and processing. Performance testing often includes establishing a baseline performance level against which future tests are measured.

**Regression Testing** - re-testing all or portions of a product solution to detect defects introduced during modification of the product’s code (change control), environment or platform. This testing is normally performed by a software tester often with the help of an automated testing tool.

**System Integration Testing** - testing based on high level functional specifications that encompasses all combined parts of a system or systems including software, hardware, environment, architecture, and security. This testing is normally performed by a software tester.

**Test Bed / Test Harness** – hardware environment where test cases/scripts are run.

**Test Cases / Test Scripts** – documents which describes the actual tests or steps to be performed. Each step checks one particular situation or condition and normally will
included details about the location in the software where the test will take place, the data input, the expected outcome, and whether or not the test passed verification.

**Test Methodology** - A set of structured testing practices and procedures used to provide a reliable and repeatable outcome

**Test Plan** - a document that describes the objectives, scope, approach, test environment, focus, and sign off procedure of a software testing effort in relation to the business requirements / functions.

**Unit Test** - testing normally performed by a programmer or developer to verify particular code modules function in accordance with requirements. Unit testing is the most 'micro' scale of testing.

**User Acceptance Testing (UAT)** - testing of the software to determine if software performs satisfactorily to end user. This testing is normally performed by the ultimate end user of the software.

**Verification and Validation** - phase of the test process where a customer’s configuration is duplicated in a test lab to ensure the product functions at an acceptable level. During V&V, the tester verifies the system against predefined standards validates that the software serves the purpose for which it was designed.

**White Box Testing** - testing based on detail knowledge of the system code and logic. Some examples of white box testing include path testing, condition testing, and dataflow testing.

**Throughput**: A term used to measure the amount of data transferred from one place to another or processed in a specified amount of time. Commonly used to measure load in Load

**Packet(s)**: A piece of a message transmitted over a packet-switching network.