UNIT I

UNIT II
Basics of software testing – test generation from requirements – finite state models – combinatorial designs - test selection, minimization and prioritization for regression testing – test adequacy, assessment and enhancement

UNIT III
Testing strategies – white box and black box approach – integration testing – system and acceptance testing – performance testing – regression testing - internationalization testing – ad-hoc testing – website testing – usability testing – accessibility testing
Test plan – management – execution and reporting – software test automation – automated testing tools

UNIT IV

UNIT V
Project progress control – costs – quality management standards – project process standards – management and its role in SQA – SQA unit

REFERENCES