Software Testing: The Basics of the Trade

by Gaia Asher

In many companies, software testers are simply considered software developers with a lower pay. However, that's not the case. While it is true that software testing involves a lot of programming, it also requires a significantly different mind set and skills. Let's illustrate this with a story:

Dark Ages. First, the developer arrives at the site and starts to plan the castle. He thinks, "Let's put it on top of that hill, it's the highest and provides a good, defendable position. It will also border with a river and so the defenders will always have water. Walls? Five meters thick and enforced concrete should do the trick. Gates… steel, half a meter thick. Good."

Then the test team arrives on horses in a full armor, and the test lead starts to look at the castle. His thoughts are a bit different, "Ok, the position is strong, cannot take it over with a direct attack. What about the tower? Ladders will not work, too tall… May be walls? Enforced concrete, five meters thick, cannot use a ram. No, no weakness here. Gates… hm-m-m… Steel, half a meter thick, cannot break through. By the way, did they lock them?"

This book is devoted to software testing as a trade, something that people do for a living. And the primary thing that separates the trade and the art is that you cannot limit yourself to a single technique, area, or dimension of your trade. Van Gogh could paint some of his pictures in blue. It was later called a "blue period" and these pictures are in the best museums of the world, because it was art. Software testers have to use all of the spectrum and keep in mind all the dimensions of software testing, because it's their trade.

A complete up-to-date picture of the dimensions of software testing is what this book is about.

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"Just Add Water"

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