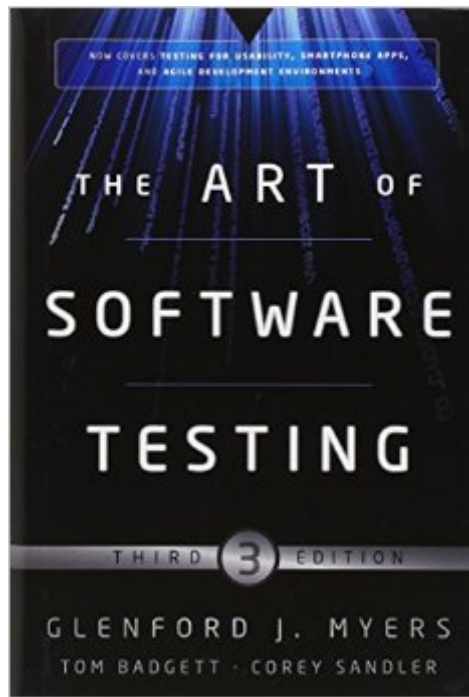


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The Art Of Software Testing



Synopsis

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.

Book Information

Hardcover: 256 pages

Publisher: Wiley; 3 edition (November 8, 2011)

Language: English

ISBN-10: 1118031962

ISBN-13: 978-1118031964

Product Dimensions: 6.3 x 0.9 x 9.3 inches

Shipping Weight: 15.5 ounces (View shipping rates and policies)

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Customer Reviews

This is a classic and an excellent book - the principles and guidelines specified have stood the test of time.

Very good classical book. It describes all basic aspects in software testing theory. I would

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• Introduction • part of the book, Chapter 6 is skipped, and subsequent mentions of other chapters are one number less than their original listing in Table of Content.

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This book taught me the Dao of Software Testing or perhaps the Zen of Software Testing. It helped me approach testing with the right frame of mind. I was a developer before becoming a tester. I thought it was the tester's job to prove that the program worked as expected. This book opened my eyes. A tester's job is to prove that the program does not work as expected. Test cases should be written to find bugs. The unit, higher-order, and usability tests exist to find bugs. We perform code inspections to find bugs. I learned not to focus on correctness and become blind to problems. Instead have a critical mind. Perform risk analysis. Notice the little things. In time, I will develop an instinct for finding bugs.

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