

SNS COLLEGE OF TECHNOLOGY

Kurumbapalayam (Po), Coimbatore – 641 035

An Autonomous Institution

Accredited by NAAC – UGC with ‘A++’ Grade

Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

**COURSE NAME: 23ITO201- Software Testing
(OPEN ELECTIVE)**

III YEAR / VI SEMESTER

Unit 3 - LEVELS OF TESTING

Topic : Acceptance testing and Performance testing

Empathy

Choose the appropriate testing phase for software quality assurance.



Acceptance Testing

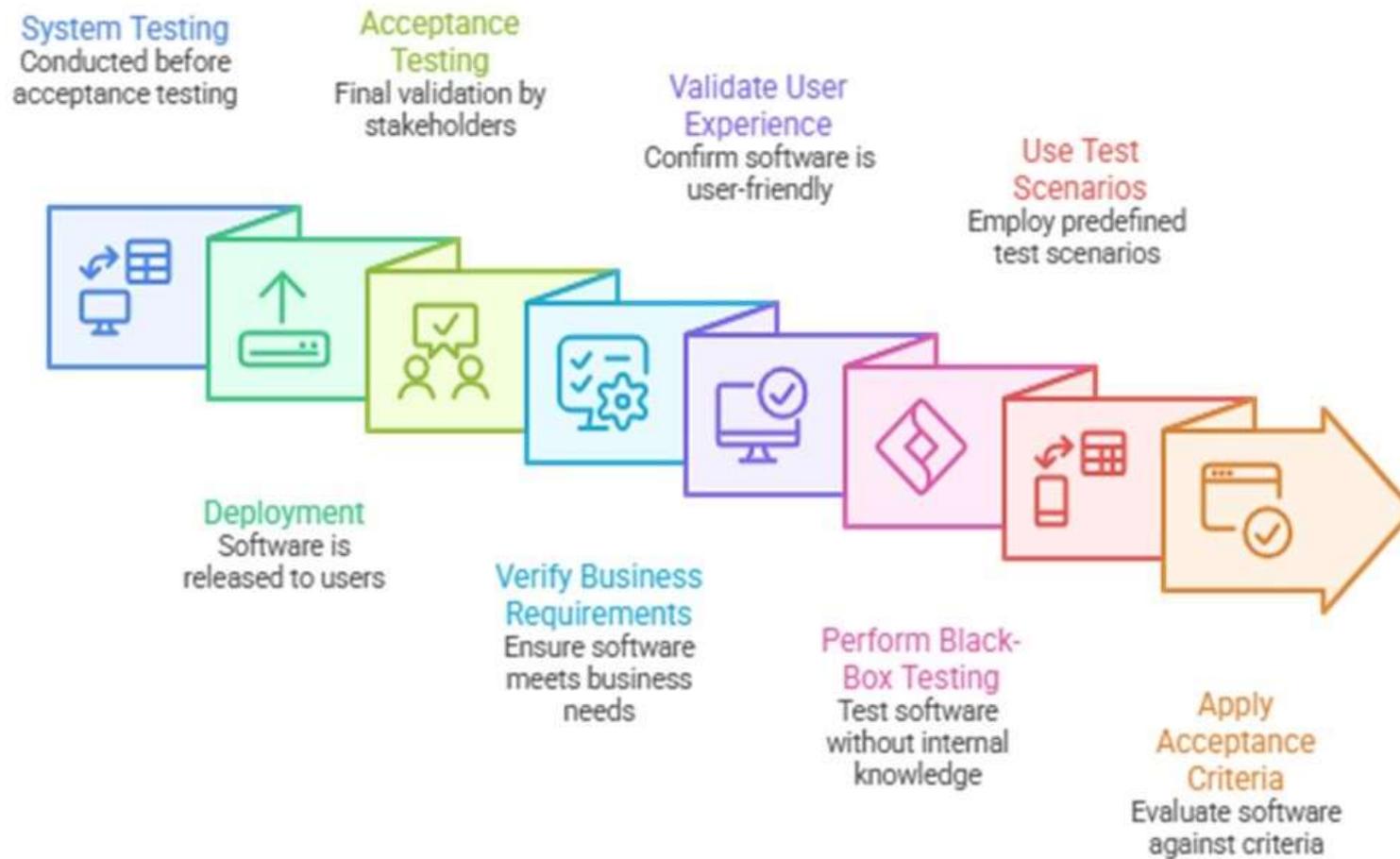
Validates business requirements and user needs



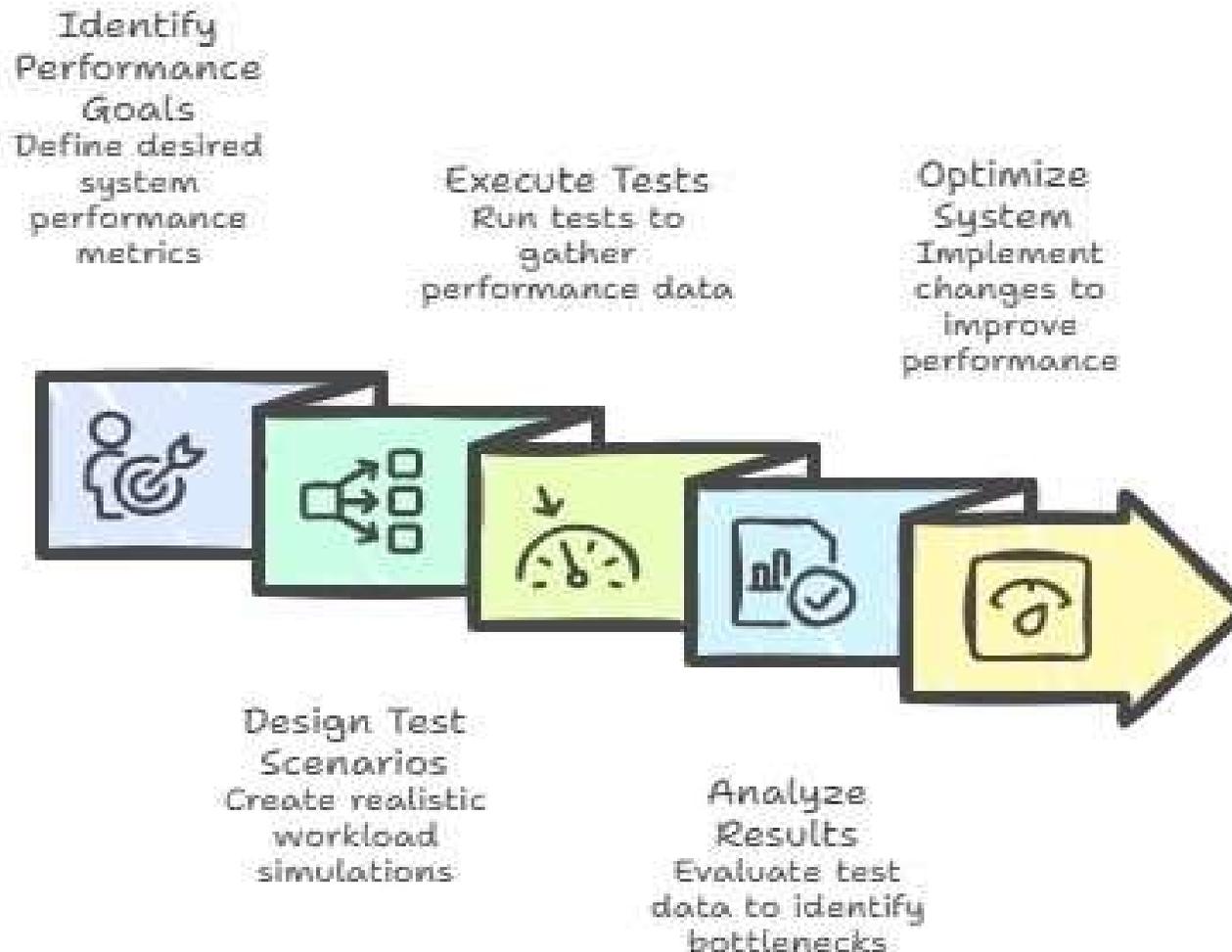
Performance Testing

Evaluates system speed, stability, and scalability

Acceptance Testing Process



Performance Testing Process



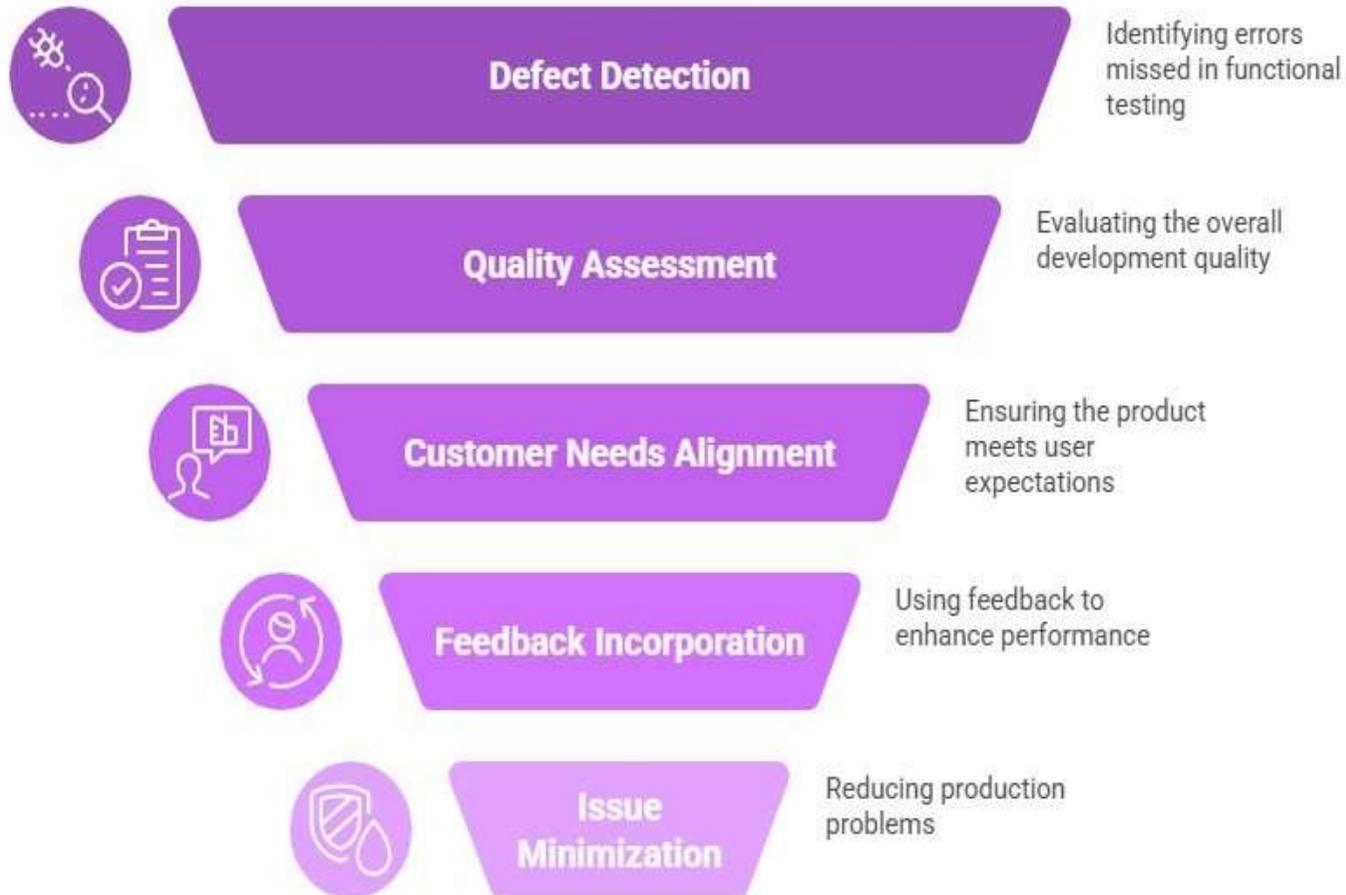
Acceptance Testing vs. Performance Testing

Aspect	Acceptance Testing	Performance Testing
 Primary Goal	Verify business and user requirements	Evaluate speed, stability, and scalability
 Focus	Business processes, user needs, functionality, usability	Technical metrics like response time, throughput, resource use
 Performed By	End-users, customers, business stakeholders	QA engineers, performance testers, development teams
 Type of Testing	Primarily functional, black-box testing	Non-functional testing
 Timing	Final phase before deployment	Throughout SDLC, after functional testing, before releases
 Environment	Production-like environment	Test environment simulating production

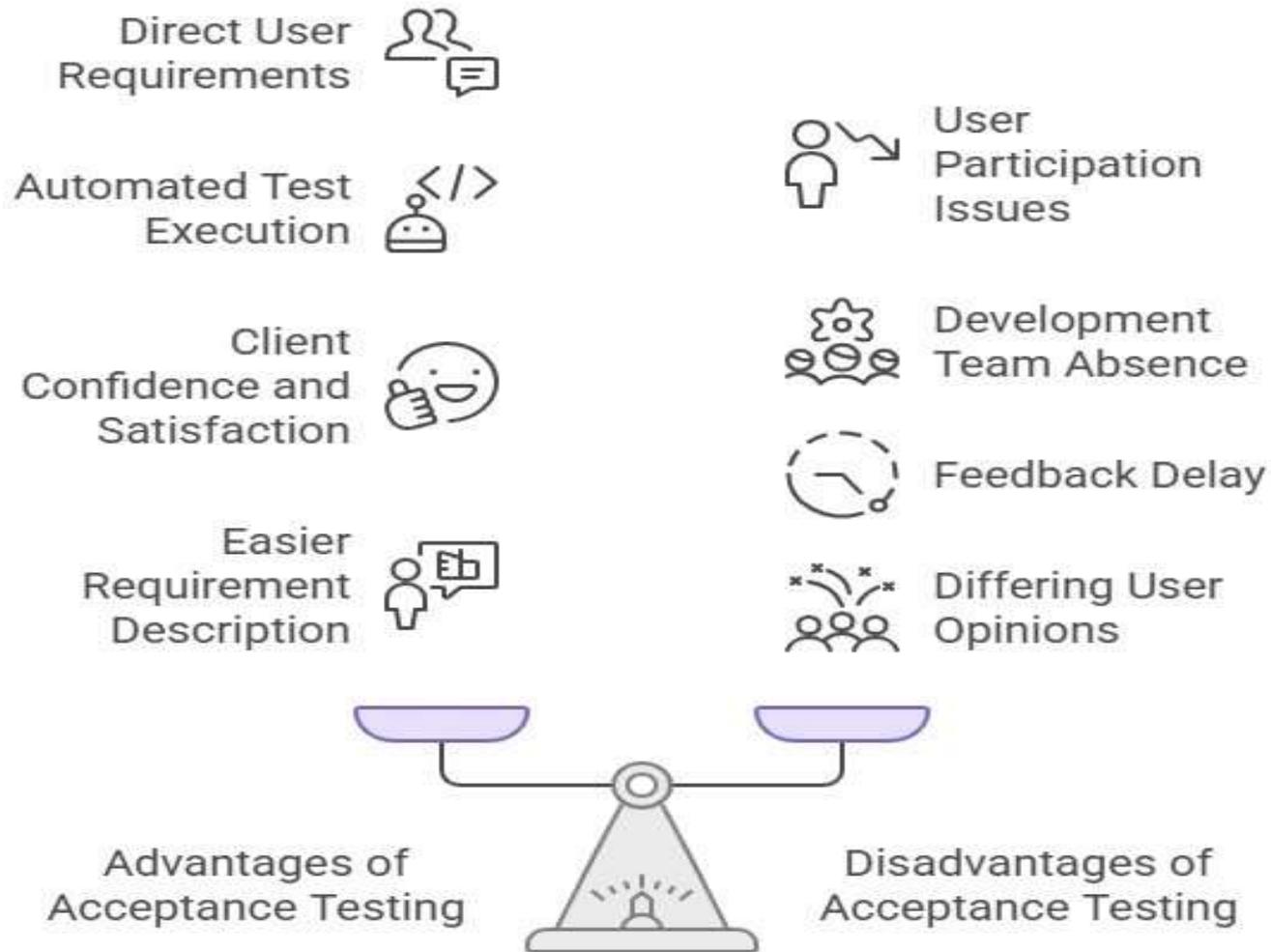
Types of Acceptance Testing



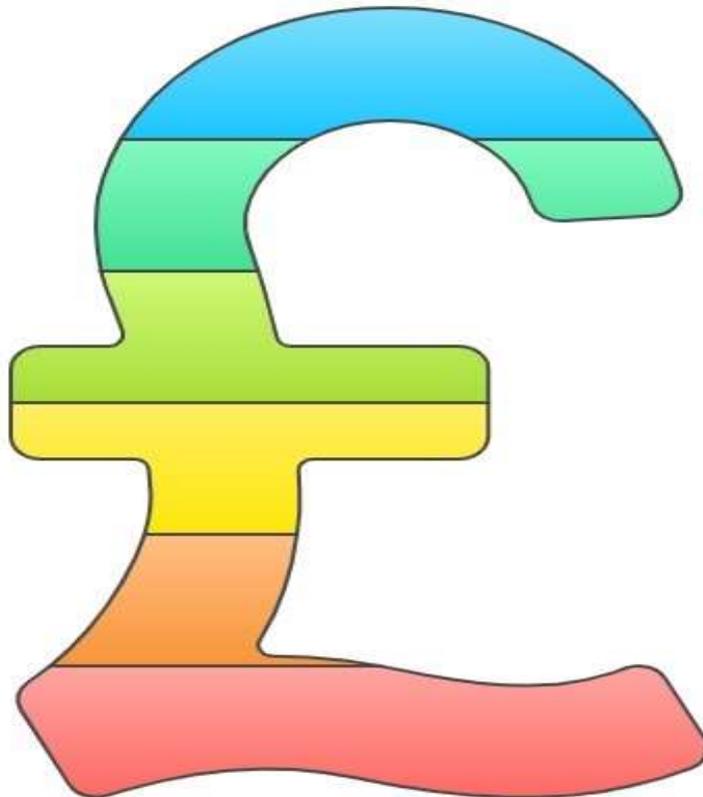
Acceptance Testing Process



Balancing Acceptance Testing Benefits and Drawbacks



Comprehensive Performance Testing Overview



System Speed

Measures how quickly the application responds



Responsiveness

Assesses how well the application reacts to user input



Stability

Ensures the application remains operational under stress



Scalability

Evaluates the application's ability to handle increasing user loads



Bottleneck Identification

Pinpoints areas where performance is hindered



User Traffic Handling

Verifies the application's efficiency with multiple users

Types of Performance testing

01 Load testing

02 Scalability testing

03 Volume testing

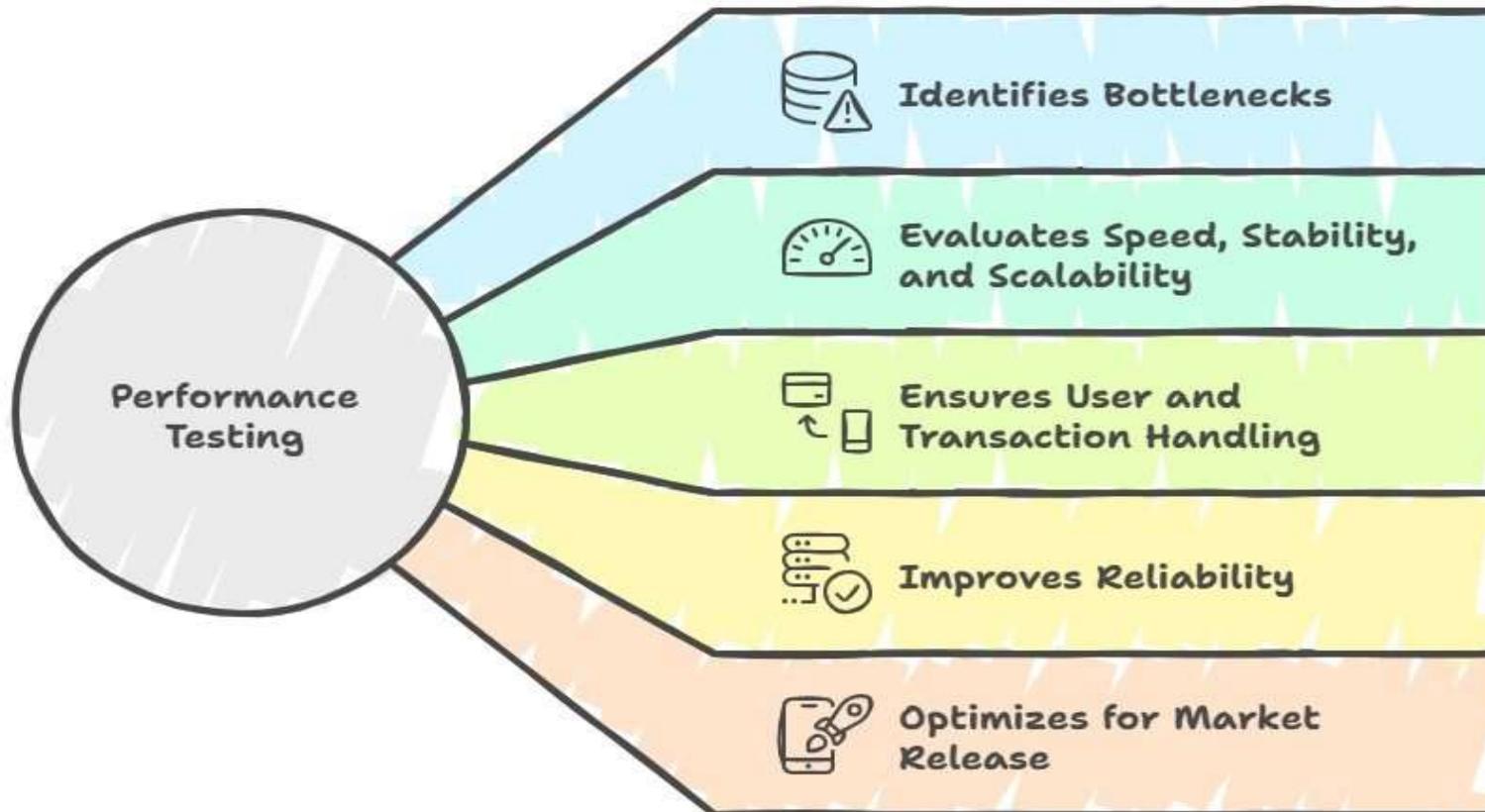
04 Endurance testing

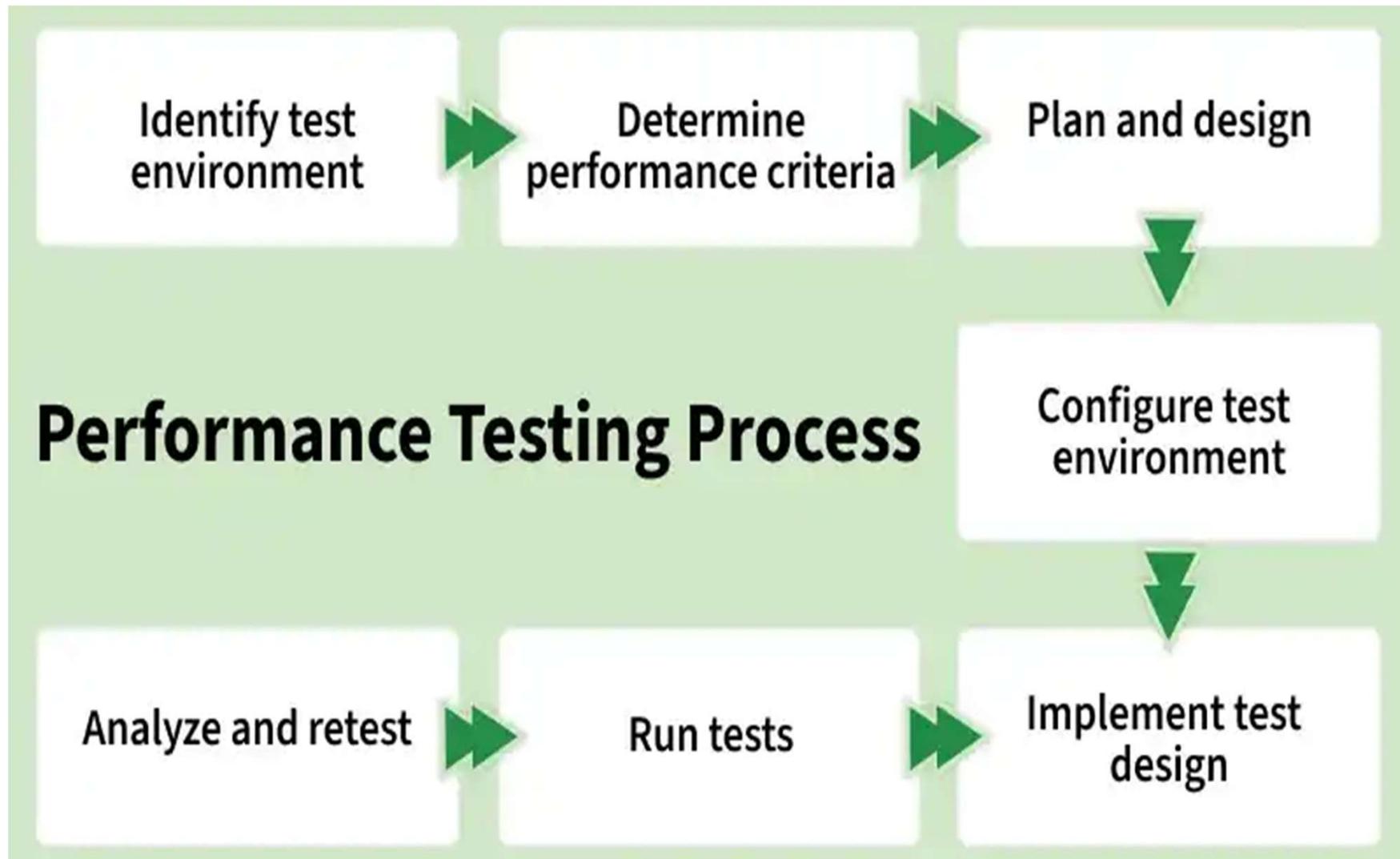
05 Soak testing

06 Spike testing

07 Stress testing

Unveiling the Multifaceted Benefits of Performance Testing

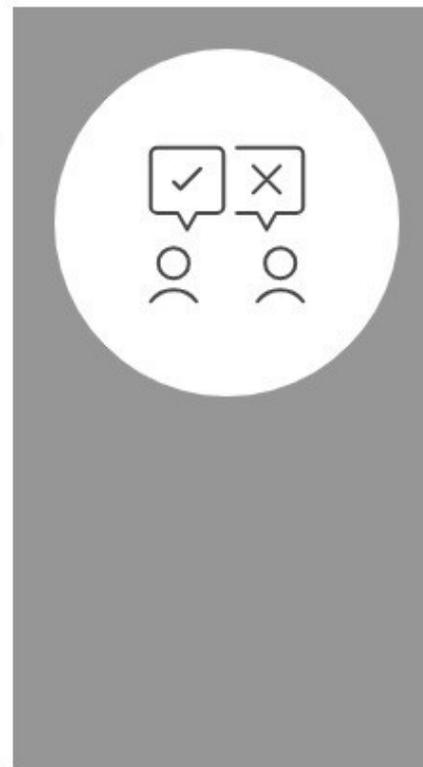




Performance Testing

Pros

-  Bottleneck identification
-  Scalability improvement
-  Reliability enhancement
-  Risk reduction
-  Cost-effectiveness



Cons

- Resource-intensive 
- Complex design 
- Limited coverage 
- Inaccurate results 
- Simulation challenges 

Activity

Activity – Acceptance Testing

Activity Title

Validating Software with User Requirements

Scenario

A team has developed a **College Library Management System**. Before releasing it, the **end users (librarian and students)** must check whether the system meets their requirements.

Activity Task

Students will perform **Acceptance Testing** by acting as users and validating the system functions.

Steps

1. Divide students into **two groups**
 1. Group 1: **Developers**
 2. Group 2: **Users (Librarians/Students)**
2. Developers explain the system features:
 1. Search books
 2. Borrow books
 3. Return books
 4. View book availability
3. Users test the system based on their requirements.
4. Users verify whether the system satisfies their needs

Step	User Action	Expected Result
1	Search book title	Book details displayed
2	Borrow book	Book issued successfully
3	Return book	Book returned successfully
4	Check availability	Correct status displayed

Learning Outcome

Students understand how **users validate software before final deployment**.

MCQ

Acceptance Testing

1. What is the main purpose of Acceptance Testing?

- A) To test the internal code of the program
- B) To verify whether the system meets user requirements
- C) To test individual modules
- D) To test system performance

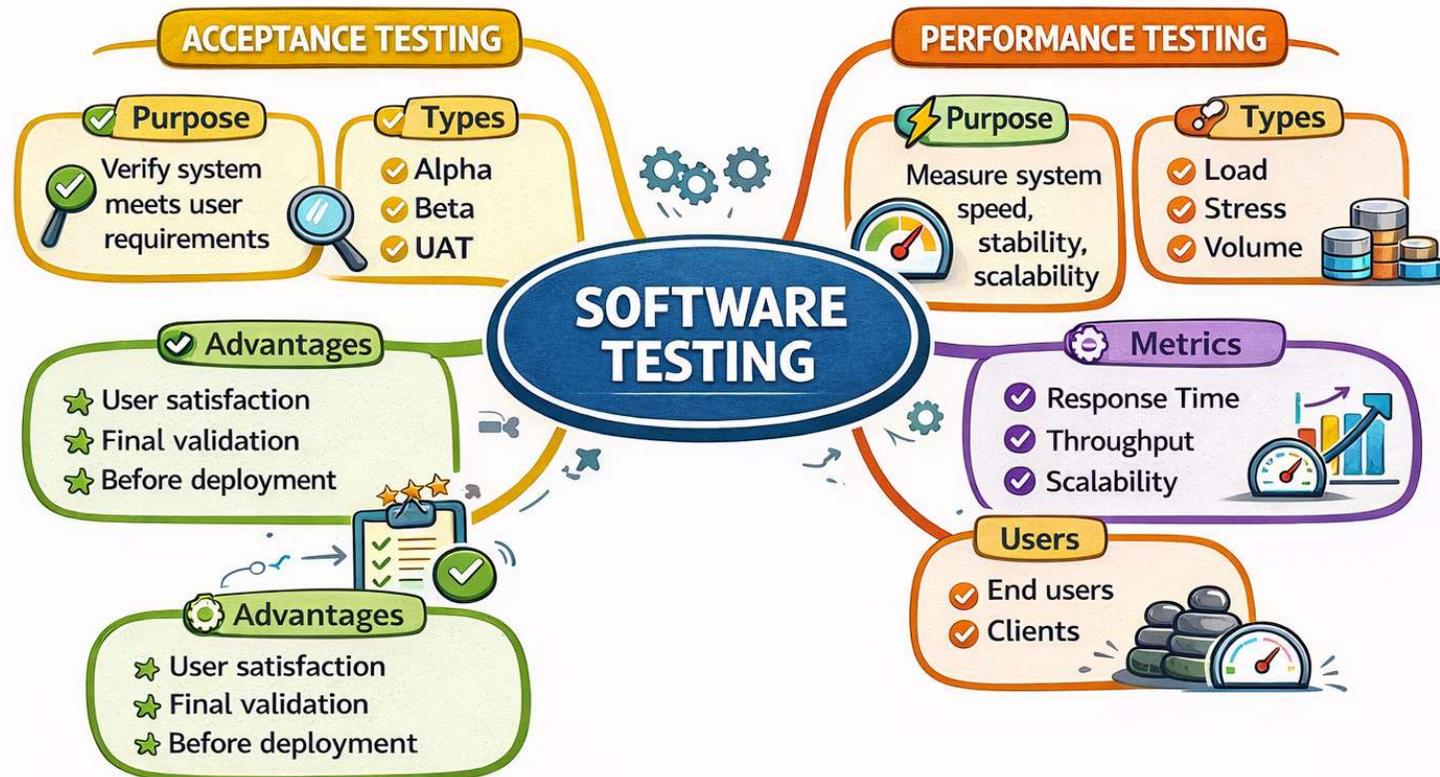
Answer: B) To verify whether the system meets user requirements

2. Acceptance Testing is usually performed by:

- A) Developers
- B) Testers
- C) End users or clients
- D) Programmers

Answer: C) End users or clients

Mind Map



TEXT BOOKS	
1.	Srinivasan Desikan and Gopalaswamy Ramesh, —Software Testing – Principles and Practices, Pearson Education, 2006.
REFERENCES	
1.	Ilene Burnstein, —Practical Software Testing, Springer International Edition, 2003
2.	Edward Kit, Software Testing in the Real World – Improving the Process , Pearson Education, 1995
3.	Boris Beizer, Software Testing Techniques – 2nd Edition, Van Nostrand Reinhold, New York, 1990.
4.	Aditya P. Mathur, —Foundations of Software Testing _ Fundamental Algorithms and Techniques, Dorling Kindersley (India) Pvt. Ltd., Pearson Education, 2008.



Thank You

