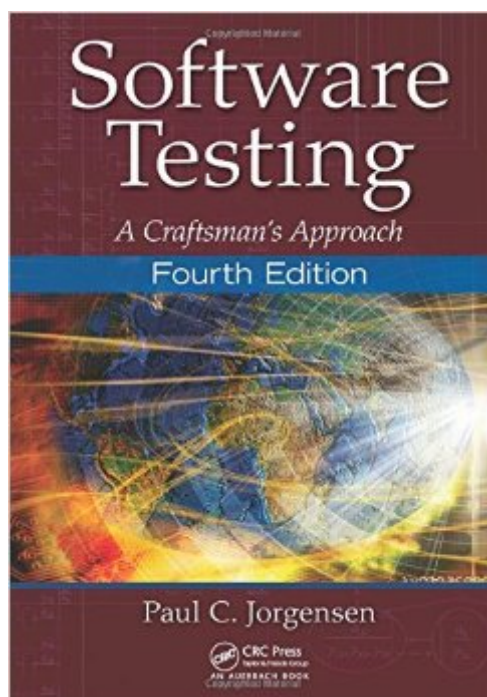


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# Software Testing: A Craftsman's Approach, Fourth Edition



## Synopsis

This updated and reorganized fourth edition of *Software Testing: A Craftsman's Approach* applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, *Software Testing: A Craftsman's Approach*, Fourth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers.

## Book Information

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## Customer Reviews

rental is a great value

great

Good solid book on software testing. I purchased another book on the subject and it was not as good at covering all you need to know about software testing. I am glad to get this book.

I think this is a really good book, but I really needed to supplement it with external information. It's sort of like this book is part II of a series and I didn't read Part I. There is a lot of set theory and graph theory and if you really don't have a very strong grasp of that, you might not get what the author is trying to convey. Once you go back and get "the basics" on that various types of testing, and understand that, this book really does a great job. If it had that very basic material, along with a lot more examples, simple and complex, I could skip the supplemental training. So get the book - I really think you will get some very useful things out of it. But do not be too surprised if you find yourself looking for YouTube videos explaining Boundary Value Analysis and then coming back to the book.

First and foremost, I have no connection to Dr. Jorgensen, his classes, or the school at which he teaches. I say this first so that it is known that this review is from a student who was assigned this book for a class. The second reason I make this point is because Dr. Jorgensen also has a book titled "Modeling Software Behavior". I enjoyed Dr. Jorgensen's writing style so much that I have ordered the other book. It is apparent to me that these books are truly written by "...A Craftsman". This is one of the books required for my graduate level "Software Testing, Validation, and Verification" class. Another book is "Foundations of Software Testing" written by Mathur. Of the two I, without any doubt, prefer Dr. Jorgensen's book (this book). In Part I, Dr. Jorgensen provides a clear and concise foundation for software testing that should easily answer the question "why do we test". Chapter 1 A Perspective on Testing Chapter 2 Examples includes software examples (simple ATM machine, currency converter, etc.) and an embedded software example (windshield wiper system). Chapter 3 Discrete Math for Testers is a refresher in the discrete mathematics topics that are needed by testers. Dr. Jorgensen's writing style is such that I learned to see certain topics from a different, more enlightened perspective. Chapter 4 Graph Theory for Testers is a refresher in the topics of graph theory that is needed by testers. Part II of the book covers "Unit Testing". Chapter 5 Boundary Value Testing Chapter 6 Equivalence Class Testing Chapter 7 Decision Table-Based

TestingChapter 8 Path TestingChapter 9 Data Flow TestingChapter 10 Retrospective on Unit TestingPart III Beyond Unit TestingChapter 11 Lifecycle Based TestingChapter 12 Model-Based TestingChapter 13 Integration TestingChapter 14 System TestingChapter 15 Object Oriented TestingChapter 16 Software ComplexityChapter 17 Model Based Testing for Systems of SystemsChapter 18 Exploratory TestingChapter 19 Test-Driven DevelopmentChapter 20 A Closer Look at All Pairs TestingChapter 21 Evaluating Test CasesChapter 22 Software Technical ReviewsChapter 23 Epilogue: Software Testing ExcellenceAs one can see, this book covers a wide range of topics. It is well written, clear and concise. This book is not hard to read and is, in my opinion, enjoyable to read. This book is a fine example of an author that makes it enjoyable to read and learn. In my opinion this book is worth every penny one might have to pay.MM

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