SOFTWARE TESTING
(course title)
ANNOTATION
TO THE CURRICULUM OF THE DISCIPLINE

Specialty 6-05-0612-03 "Information Management Systems"

profile "Information systems and technologies in design and production"

	The form of higher education		
	Full-time (full-time)	Correspondence*	Correspondence shortened*
Course	4	5	3
Semester	8	9	6
Lectures, hours	12	2	2
Lab exercises, hours	24	6	6
Credit, semester	8	9	6
Classroom hours in the academic discipline	36	8	8
Individual work, hours	54	82	82
Total hours in the discipline / credits	90/3,0		

1. Summary of the content of the discipline

Familiarization of students with the main types and methods of software testing at structural and object-oriented approach in programming.

2. Learning outcomes

As a result of studying the discipline the student should:
know: basic principles of testing, such as black box, white box and gray box; various testing methods, including functional, non-functional, regression, unit, integration, system testing and others; basic principles of software security testing; methods of performance testing, load and stress testing;
be able to: develop test cases, conduct testing, analyze the results and report on testing performed; find and correct errors in software code, as well as analyze it for potential problem areas; create test cases and test scenarios to test software functionality;
to possess a skill: basic software testing tools such as Jira, Selenium, JUnit, TestNG and others; skills of test automation using special tools and scripts.

3. Competencies to be formed

Mastering this discipline should ensure the formation of the competence : Apply modern methods, tools and tools to ensure the testing process, quality and evaluation of software product development.

4. Requirements and forms of current and intermediate attestation

Laboratory work protection – current certification, oral and written, credit – intermediate attestation, oral and written.