Abstract

The major chunk of the time spent in developing software is spent in testing software. It is evident that more than 50% of total time and efforts are consumed by testing phase. Still delivering 100% bug proof software to the client is not feasible. The researchers in the field of software testing have been striving hard to provide better strategies for software testing with increased accuracy. In recent past the development of object oriented software has surpassed
others. It poses a real challenge to test the object oriented software because of their specific nature and need of special parameters and criteria for testing. In the last few years a considerable amount of work has been carried out by various researchers in the field of object oriented software testing. This paper delves deep into the notion of testing object oriented software, reviews state-of-the-art in this field, discusses about the future directions and paves the path of any future research in object oriented software testing.

References

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Index Terms

Computer Science

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Keywords

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