

Software Testing Test Strategy Guide PDF Page

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SEO Title (51 chars):

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Meta Description (130 chars):

Download the test strategy guide PDF from Uncodemy: contents, strategy types, risk-based testing, automation approach and metrics.

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Quick Answer

This page offers Uncodemy's test strategy guide as a PDF download. A test strategy is a high-level description of how testing is approached across a product or organisation: the levels, types, tools, automation policy and how risk drives priorities. The guide explains its parts, common strategy types and how it differs from a test plan.

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What is a test strategy?

A test strategy defines the general principles and methods that guide testing for a product or across an organisation. It is stable and rarely changes from release to release. It answers questions such as: which levels of testing do we always perform, what proportion should be automated, how do we decide what to test first, what tools do we use, how do we handle environments and data, and what quality measures do we track? Individual projects then write test plans that apply the strategy to their own scope and schedule. Having a strategy means teams do not reinvent their approach for every project, and it gives managers and clients a consistent picture of how quality is managed.

Strategy versus plan

Aspect	Test strategy	Test plan
Level	Organisation or product	Project or release
Changes	Rarely	Often
Contains	Principles, levels, types, tools, automation policy, metrics	Scope, schedule, resources, criteria, risks for this work
Written by	Test manager or architect	Test lead
Question answered	How do we test in general?	How will we test this release?

Contents of a typical test strategy

Section	Purpose
Objectives and quality goals	What quality means for the product
Test levels	Unit, integration, system, acceptance and who owns each
Test types	Functional, regression, performance, security, usability, compatibility
Risk approach	How risks are identified and used to prioritise
Automation approach	What to automate, tools and where it runs
Environments and data	Environments, data management and privacy rules
Defect management	Workflow, severity and priority definitions
Metrics and reporting	What is measured and how it is reported
Roles and tools	Responsibilities and the tool stack

Risk-based testing

You can never test everything, so a good strategy uses risk to decide where effort goes. Risk combines the likelihood that something fails with the impact if it does. A payment flow has high impact, so it receives deep testing and automated regression. A rarely used settings page has low impact and receives lighter checks. Teams identify risks with developers, product owners and support staff, score them and map them to test depth. Revisiting the scores after each release, using defect history and production incidents, keeps the strategy honest.

Risk scoring example

Feature	Likelihood of failure	Impact	Test depth
Payment processing	Medium	Very high	Deep: manual, automated and security tests
User login	Medium	High	Deep: automated regression plus negative cases
Search	Medium	Medium	Moderate: key scenarios automated
Profile theme settings	Low	Low	Light: exploratory check

Common strategy types

- **Analytical (risk-based or requirements-based):** tests are selected from analysis of risks or requirements.
- **Model-based:** tests come from a model of the system, such as a state diagram.
- **Methodical:** a checklist or standard set of tests is applied, for example for compatibility.
- **Reactive or exploratory:** testing adapts to what is found, often alongside other approaches.
- **Regression-averse:** heavy automation to protect existing behaviour.

Automation within the strategy

A strategy should say what is automated and why. A common guide is the test pyramid: many fast unit tests, fewer integration or API tests and a small number of end-to-end user interface tests, because lower-level tests are cheaper, faster and more stable. Automation is best for stable, repeated checks such as regression and smoke tests, and for data-heavy comparisons. It is poor for brand-new features that change daily, for usability judgement and for one-off checks. The strategy also names tools, defines where tests run, such as on every commit in a continuous integration pipeline, and sets rules for keeping automated tests reliable.

Metrics a strategy might track

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Metric	What it shows	Caution
Defect escape rate	Defects found in production versus before release	Depends on how defects are classified
Test execution progress	Share of planned tests run and passed	Counts alone do not measure quality
Automation coverage of critical flows	Protection against regressions	Coverage does not guarantee test quality
Mean time to fix defects	Responsiveness of the team	Compare similar severities
Flaky test rate	Reliability of automated tests	Investigate causes instead of only re-running

Common mistakes

- **A strategy that is never read** or applied.
- **Copying a generic document** with no link to the product's real risks.
- **Measuring activity instead of quality** such as only the number of tests.
- **No automation policy**, leading to uncontrolled, unreliable scripts.
- **Never revisiting** the strategy as the product and team change.

A strategy example in plain words

Imagine a company with a web shop. Its strategy might say: every change is covered by unit tests written by developers; every pull request runs a fast automated check in the pipeline; critical journeys such as login, search, cart and payment have automated end-to-end checks that run on every build; new features receive manual exploratory testing before release; performance tests run before major campaigns; and defects are classified by severity and reviewed weekly. Individual project plans then add dates, owners and specific features, but the principles stay the same.

How to review a strategy once a year

- Compare production incidents with what testing was supposed to catch.
- Check whether automation still protects the riskiest flows.
- Remove tools and reports no one uses.
- Update risk scores with new features and usage data.

Related Uncodemy resources

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Frequently Asked Questions

What is a test strategy?

A test strategy is a high-level document describing the general approach to testing for an organisation or product, including levels, types, tools, risk approach and automation policy.

How is a test strategy different from a test plan?

The strategy is general and stable, while the plan is specific to a project and changes often.

What is risk-based testing?

It prioritises testing effort according to the likelihood and impact of failure, so the most important areas get the most attention.

What should be automated according to a test strategy?

Stable, frequently repeated checks such as regression and smoke tests, preferably at lower levels such as unit and API, with a small set of end-to-end tests.

Who owns the test strategy?

Typically a test manager, QA lead or architect, agreed with engineering and product leadership.

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