

COMP1531



Requirements - Validation



Lecture 8.4

Author(s): Hayden Smith



[\(Download as PDF\)](#)

In This Lecture

- **Why?** 
 - It's important to understand the difference between verification and validation
- **What?** 
 - Validation
 - User Acceptance Testing



Let's Compare

Verification

Verification in a system life cycle context is a set of activities that compares a product of the system life cycle against the required characteristics for that product. This may include, but is not limited to, specified requirements, design description and the system itself.

Validation

Validation in a system life cycle context is a set of activities ensuring and gaining confidence that a system is able to accomplish its intended use, goals and objectives.

*ISO/IEC/IEEE 29148:2018



Let's Compare

Verification

System has been built right


Validation

Right system has been built

How Do We Validate?

Validating software is not really an automatable process. It's often the last step of software testing that comes after unit, integration, and system tests are done.

How Do We Validate?

One of the most common ways to validate software is either real test customers or Quality Assurance employees test your actual completed software, going through a list of checks  to make sure the software is behaving as intended and solves the original problem.

User Acceptance Testing

ISTQB defines acceptance testing as formal testing with respect to user needs, requirements, and business processes conducted to determine whether or not a system satisfies the acceptance criteria and to enable the user, customers or other authorized entity to determine whether or not to accept the system.

This testing is always black-box, and is typically tested on the customer or user themselves.

Can either be performance based (trying to reach specific outcome) or stress testing.

Sometimes you'll hear this testing environment be referred to as UAT.

Feedback



Or go to the [form here](#).

