Research Methodology:


4.2 Research Design: The research design would be used for the proposed research for the Empirical study of Software Testing and education strategies from the active learning from IT industry. This research is done thru the various Real time scenarios. Additionally the study of various empirical evidence from the education institutes, universities records and various IT industries. After analyzing all the sector of Software Testing , I am trying to answer the questions about Software testing, Testing phases, Testing process and the Software Testing Education. My research design is of totally begin with research question i.e. What the Difference between Software Testing in IT industry and the Education system? What are the strategies we can use to overcome this problem? This is answerable after studying in various Testing Labs also. I am also comparing various Phases for determining adequacy in software testing which is usually a major concern in IT industry.

4.3 Related Work: The relationship between software engineering education and empirical software engineering is evident based on the overlap in the main conferences and journals from the two fields, e.g. software engineering experiments with student subjects,
software engineering courses in which Experimentation issues are investigated, Software Engineering student projects in which professionals play a significant role, and theoretical frameworks about software engineering Student projects. Some of these frameworks take the education perspective, while others the empirical software engineering research perspective.

At last objective of software testing is to find bugs and fixed them as early as possible.