

# Destructive and Non-Destructive Testing

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*Abstract.* This article discusses the principles of destructive and non-destructive testing, testing, quality control of equipment and various products. Eight fundamental requirements for quality control or testing are proposed, which seem to be immutable. Rejection of any of these principles leads and has led many times to unnecessary losses, and sometimes to human sacrifice. Actual examples are given showing that non-observance of at least one of these principles will inevitably give only negative effects. Ignoring these principles can probably be considered permissible only in the production of computer games or in the creation of similar insignificant products, although in this case it is also desirable to follow these principles.

*Key words:* Testing, testing, control, reliability, quality.

## REFERENCES

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