Prepared By -
Md. Abdullah AL Baky (**Youtube - https://www.youtube.com/watch?v=fcb78kdfn9k**)

1. What is Manual Testing?

Manual Testing is a type of software testing in which test cases are executed manually by a tester without using any automated tools. The purpose of Manual Testing is to identify the bugs, issues, and defects in the software application. Manual software testing is the most primitive technique of all testing types and it helps to find critical bugs in the software application.

2. What is Automation Testing?

Automation Testing is a software testing technique that performs using special automated testing software tools to execute a test case suite. On the contrary, Manual Testing is performed by a human sitting in front of a computer carefully executing the test steps.

3. What is the difference between QA and software testing?

The role of QA (Quality Assurance) is to monitor the quality of the “process” used to produce the software. While the software testing is the process of ensuring the functionality of the final product meets the user’s requirement.

4. What is Testware?

Testware is test artifacts like test cases, test data, test plans needed to design and execute a test.

5. What is the difference between build and release?

Build: It is a number given to Installable software that is given to the testing team by the development team.

Release: It is a number given to Installable software that is handed over to the customer by the tester or developer.

6. What is bug leakage and bug release?

Bug release is when software or an application is handed over to the testing team knowing that the defect is present in a release. During this the priority and severity of bug is low, as bug can be removed before the final handover.

Bug leakage is something, when the bug is discovered by the end users or customer, and not detected by the testing team while testing the software.

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7. Explain the steps for the Bug Cycle?

- Once the bug is identified by the tester, it is assigned to the development manager in open status
- If the bug is a valid defect the development team will fix it.
- If it is not a valid defect, the defect will be ignored and marked as rejected
- The next step will be to check whether it is in scope. If the bug is not the part of the current release then the defects are postponed
- If the defect or bug is raised earlier then the tester will assign a DUPLICATE status
- When bug is assigned to developer to fix, it will be given a IN-PROGRESS status
- Once the defect is repaired, the status will change to FIXED at the end the tester will give CLOSED status if it passes the final test.

8. Mention the different types of software testing?

- Unit testing
- Integration testing and regression testing
- Shakeout testing
- Smoke testing
- Functional testing
- Performance testing
- White box and Black box testing
- Alpha and Beta testing
- Load testing and stress testing
- System testing

9. What is branch testing and what is boundary testing?

The testing of all the branches of the code, which is tested once, is known as branch testing. While the testing that is focused on the limit conditions of the software is known as boundary testing.

10. What is Agile testing and what is the importance of Agile testing?

Agile testing is software testing, testing using Agile Methodology. The importance of this testing is that, unlike the normal testing process, this testing does not wait for the development team to complete the coding first and then doing testing. The coding and testing both go simultaneously. It requires continuous customer interaction.

11. What is Test case?

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Test case is a specific condition to check against the Application Under Test. It has information of test steps, prerequisites, test environment, and outputs.

12. What is CRUD testing and how to test CRUD?

CRUD stands for Create, Read, Update and Delete. CRUD testing can be done using SQL statements.

13. What is thread testing?

A thread testing is a top-down testing, where the progressive integration of components follows the implementation of subsets of the requirements, as opposed to the integration of components by successively lower levels.

14. What is Ad Hoc testing?

It is a testing phase where the tester tries to break the system by randomly trying the system's functionality. It can include negative testing as well.

15. Explain what is the difference between Regression testing and Retesting?

Retesting is carried out to check the defect fixes, while regression testing is performed to check whether the defect fix has any impact on other functionality.

16. What is Black-box testing ?

It is a testing strategy based solely on requirements and specifications. In this strategy, it requires no knowledge of internal paths, structures, or implementation of the software being tested.

17. What is White box testing ?

It is a testing strategy based on internal paths, code structures, and implementation of the software being tested. White box testing generally requires detailed programming skills.

18. What is Gray box testing ?

It is a strategy for software debugging in which the tester has limited knowledge of the internal details of the program.

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19. What are the different levels of testing?

- Unit Testing
- Integration Testing
- System Testing
- Acceptance Testing

20. What is Verification and Validation in Software Testing?

Verification: It is a static analysis technique. Here, testing is done without executing the code. Examples include – Reviews, Inspection, and walkthrough.

Validation: It is a dynamic analysis technique where testing is done by executing the code. Examples include functional and non-functional testing techniques.

21. What is exploratory testing?

Exploratory testing means testers explore a computer program like an adventurer. They don't follow a strict plan but try different things, like a curious detective looking for problems. This helps find mistakes that regular testing might miss, especially in tricky or new parts of the program. Testers take notes while they explore to remember what they did and what they found. It's like exploring a new place without a map to find interesting things you wouldn't expect! It also provides a high-level overview of the system that helps evaluate and quickly learn the software.

22. What is end-to-end testing?

End to End testing is the process of testing a software system from start to finish. The tester tests the software just like an end-user would. For example, to test a desktop software, the tester would install the software as the user would, open it, use the application as intended, and verify the behavior. Same for a web application.

There is an important difference between end-to-end testing vs. other forms of testing that are more isolated, such as unit testing. In end-to-end testing, the software is tested along with all its dependencies and integrations, such as databases, networks, file systems, and other external services.

23. What is unit testing?

Unit testing is the process of testing a single unit of code in an isolated manner. The unit of code can be a method, a class, or a module. Unit testing aims to focus on the smallest building blocks of code to get confidence to combine them later to produce fully functioning software.

A unit test invokes the code and verifies the result with the expected result. If the expected and actual outcomes match, then the unit test passes. Otherwise, it fails.

24. What is an API?

API stands for Application Programming Interface. It is a means of communication between two software components. An API abstracts the internal workings and complexity of a software program and allows the user of that API to solely focus on the inputs and outputs required to use it.

25. What is a test environment?

A test environment consists of a server/computer on which a tester runs their tests. It is different from a development machine and tries to represent the actual hardware on which the software will run; once it's in production.

Whenever a new build of the software is released, the tester updates the test environment with the latest build and runs the regression tests suite. Once it passes, the tester moves on to testing new functionality.

26. What is a Test Plan? What does it include?

A test plan is basically a dynamic document monitored and controlled by the testing manager. The success of a testing project totally depends upon a well-written test plan document that describes software testing scope and activities. It basically serves as a blueprint that outlines the what, when, how, and more of the entire test process.

27. Explain what is SDLC?

This is an acronym for Software Development Life Cycle and encompasses all of the stages of software development, including requirement gathering and analysis, designing, coding, testing, deployment, and maintenance.

28. What is a test scenario?

A test scenario is derived from a use case. It's used to test an application's features from beginning to end. Multiple test cases can be accommodated by a single test scenario. When there is a time constraint during testing, scenario testing comes in handy.

29. What is test data?

Test data is information that is used to test software with various inputs and determine whether the resulting output matches the intended result. This data is generated based on the needs of the company.

30. What is a test script?

An automated test case created in any programming or scripting language is known as a test script. These are essentially a collection of instructions for evaluating an application's functionality.

31. What is Sanity testing?

Sanity testing is testing done at the release level to test the main functionalities. It’s also considered an aspect of regression testing.

Got a question for us? Please mention it in the comments section on this Manual Testing Interview Questions article and we will get back to you.

32. What is Smoke Testing ?

Smoke Testing is a software testing process that determines whether the deployed software build is stable or not. Smoke testing is a confirmation for QA team to proceed with further software testing. It consists of a minimal set of tests run on each build to test software functionalities. Smoke testing is also known as “Build Verification Testing” or “Confidence Testing.”

32. What is Alpha Testing ?

Alpha testing is the first end-to-end testing of a product to ensure it meets the business requirements and functions correctly. It is typically performed by internal employees and conducted in a lab/stage environment. An alpha test ensures the product really works and does everything it's supposed to do.

34. What is Beta Testing ?

Beta testing is an opportunity for real users to use a product in a production environment to uncover any bugs or issues before a general release. Beta testing is the final round of testing before releasing a product to a wide audience.

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35. What is Functional Testing?

Functional Testing is a type of software testing that validates the software system against the functional requirements/specifications. The purpose of Functional tests is to test each function of the software application, by providing appropriate input, verifying the output against the Functional requirements.

36. What is Non-Functional Testing?

Non-Functional Testing is defined as a type of Software testing to check non-functional aspects (performance, usability, reliability, etc) of a software application. It is designed to test the readiness of a system as per nonfunctional parameters which are never addressed by functional testing.

37. What is Static Testing?

Static Testing is a software testing technique which is used to check defects in software applications without executing the code. Static testing is done to avoid errors at an early stage of development as it is easier to identify the errors and solve the errors. It also helps finding errors that may not be found by Dynamic Testing.

38. What is Dynamic Testing ?

Dynamic Testing is a software testing method used to test the dynamic behavior of software code. The main purpose of dynamic testing is to test software behavior with dynamic variables or variables which are not constant and finding weak areas in the software runtime environment. The code must be executed in order to test the dynamic behavior.

39. What is re-testing?

Re-testing is executing a previously failed test against new software to check if the problem is resolved. After a defect has been fixed, re-testing is performed to check the scenario under the same environmental conditions.

During Re-testing, testers look for granular details at the changed area of functionality, whereas regression testing covers all the main functions to ensure that no functionalities are broken due to this change.

40. What is Big-Bang Testing?

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Big Bang Integration Testing is an integration testing strategy wherein all units are linked at once, resulting in a complete system. When this type of testing strategy is adopted, it is difficult to isolate any errors found, because attention is not paid to verifying the interfaces across individual units.

41. What is Load Testing ?

Load testing is a performance testing technique using which the response of the system is measured under various load conditions. The load testing is performed for normal and peak load conditions.

42. What is Performance Testing?

Performance testing, a non-functional testing technique performed to determine the system parameters in terms of responsiveness and stability under various workloads. Performance testing measures the quality attributes of the system, such as scalability, reliability and resource usage.

43. What is Unit Testing?

Unit testing, a testing technique using which individual modules are tested to determine if there are any issues by the developer himself. It is concerned with functional correctness of the standalone modules.

44. What is Data Driven Testing?

Data-driven testing is creation of test scripts where test data and/or output values are read from data files instead of using the same hard-coded values each time the test runs. This way, testers can test how the application handles various inputs effectively. It can be any of the below data files.

45. What is Monkey Testing?

Monkey testing is a software testing technique in which the testing is performed on the system under test randomly. The Input data that is used to test is also generated randomly and keyed into the system.