Date:15/05/22

# Why can’t we override static methods in Java?(tutorial point)

Overloading is the mechanism of binding the method call with the method body dynamically based on the parameters passed to the method call.

Static methods are bonded at compile time using static binding. Therefore, we cannot override static methods in Java.

Static methods with same signature can be defined in sub-class, but it won’t be runtime polymorphism. Hence, overriding is not possible. Here’s an example –

No, it is not possible to override the static method in Java. The reason is  
  
a. The static method belongs to the class level, not the object level. In method overriding, it is the object that decides which method is to be called.  
  
b. Also, for class-level methods i.e static methods, the type reference decides which method is called not the object being referred. It concludes the method called is determined at compile time.  
  
If a child class defines a static method with the same signature as a static method in the parent class, then the method in the child class hides the method in the parent class.

1. Explain agile Architecture?

--a) stack holder,project owner ,project backlog , sprint backlog, estimation, user story, testcase

1. Explain sprint retrospective meeting?

---what went well what we can improve, all members, 1 hr, end of the sprint

1. Explain SQA?

--communication between client and product owner , to meet cust req, to meet customer expectation(privacy & performance) ,cost of project, time duration, maintance, project risk

1. Explain main method in java?

---A method which actually define the flow of execution without main method we cannot execute our program.

1. Why java called platform independent?

---development process is independent on operating system , jvm doesn’t rely on operating system, write once and run anywhere (os) ,dot class file is run on any platform.

1. What is remote desktop? What is desktop application?

---A remote desktop is **a program or an operating system feature that allows a user to connect to a computer in another location, see that computer's desktop and interact with it as if it were local**.

1. Difference between Epic and user story ?

Story: also called “user stories,” are short requirements or requests written from the perspective of an end user.

User story-are large bodies of work that can be broken down into a number of smaller tasks (called stories).

1. Disadvantage of water fall model , v model, agile.
2. Advantage of agile --back tracking ,parallel testing and development,cust satisfy,daily standup meeting, team collaboration , delever s/w ontime, base on cust priority, proper management, cust contact over negotiation ,follow indivisual interaction over process and tool
3. Which tool we use for finding check point (avas)? Session id
4. Which tool is use for screenshot /prototype?(IRise)
5. Difference between main method and regular method?
6. Explain public static void main(String args[])?
7. Agile manifesto

**“We are uncovering better ways of developing a software by doing it and helping others to do it. Through this work we have come to the below value:**

* Individuals and interactions over processes and tools.
* Working software over comprehensive documentation.
* Customer collaboration over contract negotiation.
* Responding to change over following a plan.

**That is, while there is value in the items on the right, we value the items on the left more.”**

**1.Individuals and interactions over processes and tools.**

if the teams insist on blindly sticking to the processes then it might cause misunderstandings among the individuals and create unexpected roadblocks thereby resulting in project delays.

That’s why it’s always preferable to have interactions and communication amongst the team members rather than blindly depending on processes to guide the way forward. One of the ways to achieve this is by having an involved product owner who works and can make decisions in collaboration with the development team.

Allowing individuals to contribute on their own also allows them to showcase freely as what they can bring to the table. When these team interactions are directed towards solving a common problem, the results can be quite powerful.

**2.Working software over comprehensive documentation**

Traditional project management involved comprehensive documentation which entailed a lag of months. This used to impact the project delivery negatively and the resulting delays were inevitable.

The kind of documentation created for these projects was very detailed and so many documents were created that many of them were not even referred to during the project progress. This was an unnecessary evil with which the project teams used to live with.

3. Customer Collaboration Over Contract Negotiation

Negotiation means that the details are still being captured and have not been finalized. There is still scope for renegotiation. But once the negotiation is over, there can be no discussion over it. What agile says is that instead of negotiation, go for collaboration.

Collaboration implies that there is still room for discussion and the communication is ongoing.

Not a one-time thing. What this does is, it gives a two-fold advantage – while it helps the team to do a course correction if required at an earlier stage, it helps the client to also refine their vision and redefine their requirements if required during the course of the project.

The other aspect is that while traditional software development models involve the customer before the development begins during the documentation and negotiation phase, and they are not as involved during the project development.

Once the requirements have been frozen, they get to see the product only, once the product is ready. Agile breaks through this barrier as well by allowing for customer involvement over the whole lifecycle.

This helps the agile teams align better to the customer needs. One of the ways to achieve this is through a dedicated and involved product owner who can help the team in real time for clarifications and aligning the work with the customer priorities

#### 4. Responding to Change Over Following a Plan

The standard thought process is that the changes are an expensive affair and we should avoid changes at all costs. That’s what the unnecessary focus is on documentation and elaborate plans to deliver by sticking onto the timelines and product specifications.

But as experience also teaches us, changes are mostly inevitable and instead of running from it we should try to embrace it and plan for it.

Agile allows us to do this transition. What agile thinks is that change is not an expense, it is a welcome feedback which helps to improve the project. It is not to be avoided but instead, it adds value.

With the short sprints proposed by agile, the teams can get a quick feedback and shift priorities at a short notice. New features can be added from iteration to iteration.

Why do we do this? Because most of the features developed using the waterfall approach are never used. This is because the waterfall model follows the plan whereas that is the phase when we know the least.

Agile also plans, but it also follows the just in time approach where planning is done just enough when needed. And the plans are always open to change as the sprints progress.

**Q #6) What do you think should be the ideal size of a Scrum team?**

**Answer:** The ideal size of a scrum team is between 3 and 9 people

**Q #11) What are the different artifacts in scrum?**

**Answer: There are three scrum artifacts:**

1. **Product Backlog:**The product backlog includes all the items that will be delivered for the product. This list is constantly evolving. The commitment of the product backlog is the product goal.
2. **Sprint Backlog:**Sprint backlog is a list of all items committed to being delivered within a sprint. Once decided, the sprint backlog cannot be changed. The commitment of the sprint backlog is the sprint goal.
3. **Product Increment:**Product increment is usually delivered at the end of the sprint, which is a workable increment of the overall product.

[10:29 pm, 20/05/2022] Chetan Patil Testing: Verification

Verification is a process of evaluating software at the development phase and to decide whether the product of a given application satisfies the specified requirements.

Validation

Validation is the process of evaluating software at the end of the development process and to check wether it meets the customer requirements.

[10:30 pm, 20/05/2022] Chetan Patil Testing: Jenkins – an open source automation server which enables developers around the world to reliably build, test, and deploy their software.

[10:30 pm, 20/05/2022] Chetan Patil Testing: GitHub is a Git repository hosting service. GitHub also facilitates with many of its features, such as access control and collaboration. It provides a Web-based graphical interface.

GitHub is an American company. It hosts source code of your project in the form of different programming languages and keeps track of the various changes made by programmers.

GitHub is a place where programmers and designers work together. They collaborate, contribute, and fix bugs together. It hosts plenty of open source projects and codes of various programming languages.

Agile ceremonies followed by us 1.When we got SRS we understood it.

2. On the first day of sprint i.e. sprint planning meeting, PM assigned US to us and we gave estimation of the same to him.

3. For some doubt/ clarification we did grooming meeting with BA near about 30min.

4. And everyday we had a scrum meeting in morning for 15 min for daily status and any issue/ roadblock.

5. On last day of sprint, we had demo to client in sprint review meeting.

6. Also we had sprint retrospective meeting with PM to discussion about good & bad things of current spring.

GBT

- As we all of you know if white color and Black collar are mixup then will get Gray color

so we can say that GBT is the combination of WBT & BBT.

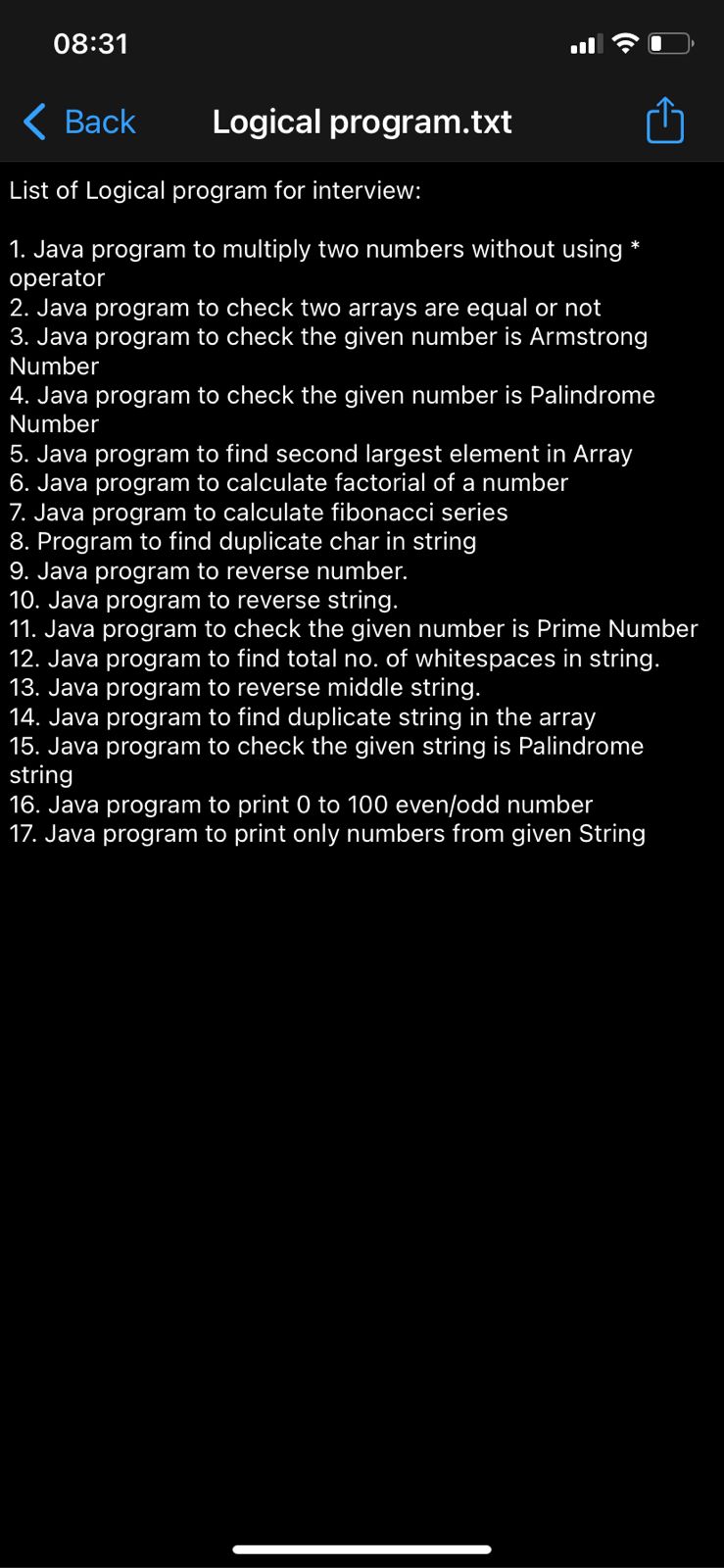
Here, required coding level Knowledge

- This phase is done by tester, they will checks both +ve as well as -ve scenario

- If found any defects at the time of testing, then that

* 1. DATA TYPE IN SQL

INT, CHAR, VARCHA, DATE,TIME N YEAR , BINARY TYPE



* 1. Why we need software testing ?

---help in saving money,security and quality of product, customer satisfaction,enhancing development process, easy while adding new feature determine performance of s/w.

* 1. What is dynamic method

---In Java, Dynamic method dispatch is **a technique in which object refers to superclass but at runtime, the object is constructed for subclass**. In other words, it is a technique in which a superclass reference variable refers to a subclass object.

* 1. WHAT is agile stand fro

=== advance generation of Interoperablilty of law emforcement .

* 1. What is method and its type?
  2. What is the use of SRS document?
  3. How we check the behavior of application ?(function testing)
  4. Explain the types of functional testing?
  5. What is benefit of java?
  6. What is integration testing ? how u perform ?
  7. Tell me about agile ceremony
  8. In your organization which coverage testing u perform?
  9. What we do in error handling coverage?
  10. What is non static how we call syn?
  11. What is static testing
  12. In your organization which event u heald?
  13. Difference between HLD and LLD

HLD-high level design contain working of main module, it include relation and dependency of main module, it include what and how any module do work ,it is created by design architecture.

LLD-it contain static logic of every sub module, it design for working sub module ,it is design by developer, ex in sign page there is name field number,email id,we are design sub module in LLD

* 1. diff between BRS vr SRS.

BRS ---business req specification ,it is collected by product owner, this is overall requirement ex – sign in page,home page,acct page

SRS---FRS/CRS—functional flow diagram, functional req,use cases,snapshort

* 1. MONKEY testing
* It is a software testing technique where the user checks the application by giving random inputs; that's why it is also known as **Random testing**.
* If we don't have enough time to write and perform the tests, we will implement the **monkey testing.**
* It is also known as **stochastic testing**, and best suited for desktop, web, as well as mobile applications. It is a time and effort-saving process
* **Dumb Monkey Testing:** we can identify fewer bugs,  **test Manager or lead** appoints a test engineer who does not have the knowledge of particular module of an application in order test the product., When the test engineer does not have any idea about the application.
* **Smart Monkey Testing :** **test engineer is entirely attentive of the system or the application.,** smart testing is an excellent choice to perform **load testing and stress testing**.
* **Brilliant Monkey Testing :** brilliant monkey testing is one step ahead of smart monkey testing. , the test engineer or a team of test engineers is assigned for the task, as they have complete knowledge about the particular software domain and its features.

|  |  |
| --- | --- |
| **Monkey Testing** | **Adhoc Testing** |

|  |  |  |
| --- | --- | --- |
| **1.** | It is performed randomly with no explicitly predefined test cases. | It is performed against the client's requirements. |
| **2.** | It can be implemented by anybody, even individuals who are not aware with computers or the application. | It can be executed by a developer as well as the test engineer who has a good knowledge of the application. |
| **3.** | The primary objective of implementing the monkey Testing is to execute the test randomly with random or invalid data to check if the application is failed or not. | Adhoc testing aims to check whether the system crashes the application or finds a defect by randomly using the application. |
| **4.** | In monkey testing, we can use the test cases since it is random. | Adhoc testing is also performed randomly but does not depends on or use Test Cases. |
| **5.** | In monkey testing, the test engineer may not know what the system is all about, and its objective. | In Adhoc testing, the test engineer must understand the system extensively before executing the testing process. |

**Alpha testing.**Another subset of acceptance testing, alpha testing uses internal team members to evaluate the product. These team members should be knowledgeable of the project but not directly involved in its development or testing. Where some builds might still be somewhat unstable, alpha testing provides an immediate subset of testers to root out major bugs before the software is seen by external users.

Alpha testing example: In this functional testing example, a casino games provider releases a new version of its app that includes video poker. The organization compiles a cross-functional group of internal users that test whether the app functions correctly on their devices and how the user experience can improve.

**Beta testing.**After the internal team tests the product and fixes bugs, beta testing occurs with a select group of end users. Beta testing serves as a soft launch, enabling you to get feedback from real users who have no prior knowledge of the app. Beta testing enables you to gather feedback from unbiased users who may interact with the product differently than you intended, perhaps identifying critical unknown bugs before release to a wide user base.

Beta testing example: A [restaurant chain](https://go.applause.com/5-things-customers-demand-from-qsr-apps-website.html?mc=null&ls=null&lc=null&cc=null&orig_mc=null&orig_ls=null&orig_lc=null&orig_cc=null&utm_campaign=null&utm_medium=null&utm_source=null&orig_utm_campaign=null&orig_utm_medium=null&orig_utm_source=null&gclid=null) releases a new mobile order and pickup system. Before the company releases the functionality to all of its mobile app users, it tests the app with a small number of dedicated customers and provides them with rewards for participating.

What is beta testing

* Testing performed by the client, stakeholder, and end-user.
* Beta testing always is done after the alpha testing, and before releasing it into the market.
* Beta testing is black-box testing.
* Beta testing performs in the absence of tester and the presence of real users
* Beta testing generally is done for testing software products like utilities, operating systems, and applications,

The beta version of the software is delivered to a restricted number of users to accept their feedback and suggestions on quality improvement. Hence, there are two types of beta version:

1. **Closed beta version:** Closed beta version, also known as a private beta, it is released to a group of selected and invited people. Those people will test the software and evaluate their features and specifications.
2. **Open beta version:** Open beta is also known as a public beta. The open beta opened to the public. Any user as a tester can assess the beta version to provide the relevant feedback and reviews. Open beta version improves the quality of the final release. This version helps to find the various undetected errors and issues.

## What is the lifecycle of Beta Testing?

**Planning:, Participant Recruitment, Product Launch, Collect and Evaluate Feedback:,** **Closure:**

Beta testing performed at the user's end. This testing always performed after the alpha testing, but before the product released to the market. In this stage, the product is expected to be 90% to 95% completed.

What is retrospective meeting?

Purpose –share the open and honest feedback so that we can identify for improviment.

What went well(10 min):-really enjoy the working as cross functional team with our craft learning teammate. Loved the project kick off super productive and energetic way to start to start the project. Proper test data available to test,required time is provided for exexution,more test execution then previous quartly release,good organization who was testing and what ,good time management,good test report produce at the end,got proper support and answer to queries

* What need to improve(10 min) :priority aren’t super clear at the movement which is challenging because we are getting so many request to support . we don’t know how to say no.
* we face some bottle neck when taking decision.
* Data base connection , network issue,
* Reference document should be provided if any present in repo which qa can access for improving knowledge

| **Priority** | **Severity** |
| --- | --- |
| * Defect Priority has defined the order in which the developer should resolve a defect | * Defect Severity is defined as the degree of impact that a defect has on the operation of the product |
| * Priority is categorized into three types   + Low   + Medium   + High | * Severity is categorized into five types   + Critical   + Major   + Moderate   + Minor   + Cosmetic |
| * Priority is associated with scheduling | * Severity is associated with functionality or standards |
| * Priority indicates how soon the bug should be fixed | * Severity indicates the seriousness of the defect on the product functionality |
| * Priority of defects is decided in consultation with the manager/client | * QA engineer determines the severity level of the defect |
| * Priority is driven by business value | * Severity is driven by functionality |
| * Its value is subjective and can change over a period of time depending on the change in the project situation | * Its value is objective and less likely to change |
| * High priority and low severity status indicates, defect have to be fixed on immediate bases but does not affect the application | * High severity and low priority status indicates defect have to be fixed but not on immediate bases |
| * Priority status is based on customer requirements | * Severity status is based on the technical aspect of the product |
| * During UAT the development team fix defects based on priority | * During SIT, the development team will fix defects based on the severity and then priority |

* 1. What is test artifact?
  2. BODMAS rule is applicable for java or not ?

Not applicable for java ?: bedmas .e stand for exponent associativtive.

* 1. When to stop testing ?

Testing deadline, completion of testcase execution, fun and core coverages .

no high priority bug should not present

.management not getting req output then manger told stop testing?

* 1. what is scrum artifact?

It represent work and value.they are designed to max transparency of key information. Thus , everyone inspecting them has same basics for adaptation.

Each artifact contain a commitment to ensure it provides info that enhances transparency and focus against which progress can be measured.

For product backlog its product goal .for sprint backlog it’s a sprint goal

For increment it is definition for done.

role of scrum master? Manage scrum activity, get to know daily update from developer tester and product owner .also they update the estimation with estimated point they have to monitor velocity burn down and burn up chart.

Scrum master has to give justify why they are unable to complete remaining us . main function to schedule all ceremonies.

### 1. Coach team members

The Scrum master makes sure that team members are well trained and understand Agile processes. The Scrum master also ensures that team members know their

* well trained and understand agile process
* role and responsibility

respective roles, that they have a sense of project ownership, that processes are followed, and that teams are self-managed.

### 2. Host daily stand-up meetings

Daily Scrum, or stand-up, meetings last no longer than 15 minutes and give each team member the opportunity to answer these questions:

Scrum master hosts this meeting, tracks team progress, and notes any obstacles that may keep the team from completing tasks.

### 3 Assist the product owner with the product backlog

### 4. Remove roadblocks

To help the team stay focused on the tasks that need to be done during each iteration, the Scrum master looks for distractions and roadblocks that can impede progress.

For example, if team members are being pulled into too many unimportant meetings, the Scrum master can work with meeting organizers to determine who really needs to attend the meetings. Or, if a team member is being pulled in too many directions and being assigned tasks on multiple teams, the Scrum master can work with product owners and other stakeholders to redistribute the workload.

### 5. Teach Scrum practices and principles

To ensure that work does not slow down, a key Scrum master role is to act as a mentor and teacher to smoothly onboard new employees and new team members.

As a teacher, the Scrum master helps new team members to understand the scope and vision of a product and ensures that team members understand Scrum theory and that they adhere to Scrum practices and rules. The Scrum master teaches the team how to be self-organized and how to stay focused.

The Scrum master’s qualifications do not include

Developer hi sabhi env me code depeloy krte hai

Priority is decided by tester but it recheck by project manager because we are unware about functionality .he will check by defect report

What is the order in which we are perform regression ,sanity,smoke and retesting?

smokesss

regression

Sanity

retesing

Smoke

when we get a build first from developer we perform smoke testing and report a defect to dev if any found. After fixing defects we get the build back ,then we perform retesting to check already reported bug are resolved or not .

Then we perform sanity testing where we test any impacted area due to changes performed earlier by developer and if everything is fine , we will perform regression testing to check whole application end to end to check if these changes affected any other functionality of the application.

# Can we declare a main method as private in Java?

------Yes, we can declare the main method as private in Java.

It compiles successfully without any errors but at the runtime, it says that the main method is not public.

class PrivateMainMethod {

   private static void main(String args[]){

       System.out.println("Welcome to Tutorials Point");

    }

}

Error: Main method not found in class PrivateMainMethod, please define the main

method as:

public static void main(String[] args)

or a JavaFX application class must extend javafx.application.Application

# Can We declare main() method as Non-Static in java?

You can write the main method in your program without the static modifier, the program gets compiled without compilation errors.

But, at the time of execution JVM does not consider this new method (without static) as the entry point of the program.  It searches for the main method which is public, static, with return type void, and a String array as an argument.

Error: Main method is not static in class Sample, please define the main method as − public static void main(String[] args)

# Can we declare main() method as private or protected or with no access modifier in java?

if you declare a method public it can be accessed from anywhere outside the class. As we know that JVM accesses/invokes the main method directly if the main method is public JVM can invoke it from anywhere.

Error: Main method not found in class Sample, please define the main method as:

public static void main(String[] args)

or a JavaFX application class must extend javafx.application.Application

# Why Final Class used in Java?

The final keyword is used with a class to create a final class. The final class cannot be inherited and so the final keyword is commonly used with a class to prevent inheritance.

A program that demonstrates a final class in Java is given as follows:

final class A {

   private int a = 9;

   public void printA() {

      System.out.println("Value of a = " + a);

   }

}

public class Demo {

   public static void main(String args[]) {

      A obj = new A();

      obj.printA();

   }

}

The class A is a final class. This means that it cannot be inherited. It has a private data member a and a method printA() that displays the value of a. A code snippet which demonstrates this is as follows:

final class A {

   private int a = 9;

   public void printA() {

      System.out.println("Value of a = " + a);

   }

}

In the main() method in class Demo, an object obj of final class A is created.

Then printA() method is called. A code snippet which demonstrates this is as follows:

public class Demo {

   public static void main(String args[]) {

      A obj = new A();

      obj.printA();

   }

}

## declaring constructor as final

In inheritance whenever you extend a class. The child class inherits all the members of the superclass except the constructors.

In other words, constructors cannot be inherited in Java, therefore, you cannot **override** constructors.

So, writing final before constructors make no sense. Therefore, java does not allow final keyword before a constructor.

If you try, make a constructor final a compile-time error will be generated saying “modifier final not allowed here”.

# Can we initialize blank final variable in Java

Yes! You can initialize a blank final variable in constructor or instance initialization block.

## Blank variables

A final variable which is left without initialization is known as blank final variable. Like instance variables, final variables will not be initialized with default values. Therefore, it is mandatory to initialize final variables once you declare them.

Still, if *you try to use blank variables in your code, a compile time error will be generated*.

## Static blank final variable

In the same way if you declare a static variable final without initializing it, it is considered as static final variable.

When a variable is declared both static and final you can initialize it only in a static block, if you try to initialize it elsewhere, the compiler assumes that you are trying to reassign value to it and generates a compile time error −

Test deliverables are nothing but documents preparing after testing like test plan document test case template bug report template Test deliverables will be delivered to the client not only for the completed activities, but also for the activites, which we are implementing for the better productivity. (As per the company's standards).Here I am giving you some of the Test deliverables in my project.  
1. QA Test Plan  
2. Test case Docs  
3. QA Test plan, if we are using Automation.  
4. Automation scripts  
5. QA Coverage Matrix and defect matrix.  
6. Traceability Matrix  
7. Test Results doc  
8. QA Schedule doc (describes the deadlines)  
9. Test Report or Project Closure Report. (Prepared once we rolled out the project to client)  
10. Weekly status report (sent by PM to the client)  
11. Release Notes.

Siddhart mishra:

1What will happen if we define a concrete method in an interface in Java?

------abstract method do not specify method body

2Can we create non static variables in an interface?

If you declare/define fields without public or, static or, final or, all the three modifiers. Java compiler places them on your behalf.

4. What will happen if we do not initialize variables in Java interface.

If you declare a variable as final, it is mandatory to initialize it before the end of the constructor. If you don’t you will get a compilation error. MyInterface.java:2: error: = expected

   public static final int num;

^

1 error

5. Can we declare interface members as private or protected?

6. When we need to use extends and implements?

7. Can we create object for an interface in Java?

8. Can we declare interface as final?

9. Can we declare constructor inside an interface?

10. What will happen if we are not implementing all the methods of an interface in class which implements an interface?

11. How can we access same variables defined in two interfaces implemented by a class?

12. If Same method is defined in two interfaces can we override this method in class implementing these interfaces.

13. Can we re-assign a value to a field of interfaces?

14. Can we declare an Interface with “abstract” keyword?

Syntax error on the token

15. For every Interface in java, .class file will be generated after compilation. True or false?

**True**

16. Can we override an interface method with visibility other than public?

**No.** **We cannot override an interface method if it's visibility is not public**.

17. Can interfaces become local members of the methods?

No. You can’t define interfaces as local members of methods like local inner classes. They can be a part of top level class or interface.

18. Can an interface extend a class?

No, a class can not become super interface to any interface. Super interface must be an interface. That means, interfaces don’t extend classes but can extend other interfaces.

19. Like classes, does interfaces also extend Object class by default?

**no**

20. Can interfaces have static methods?

21. Advantage and disadvantages of Interfaces

Chetan patil [no not share]

Question 1:What is Decision table

2 what is Error guessing

3.What is state transition diagram

4.What is defect seeding

5.What is defect clustering

6.What is Defect leakage

7.What is defect cascading

8.What is good test case

9.What is Defect Paradox

10.What is Agile Velocity

11.What is hot fix or production issue

12.What is Walkthrough

13.What is inspection

14.What is Defect Age

15.What is Failure

16.What is good test case

17.How the QA can add values in agile methodology

18.What is test bed

19.What is sprint failure

20.What are the qualities good tester

21.When we stop the testing

22.What is burn-up chart.

23.what is burn-down chart

25-JUN-2022

PARESH KATARIYA

* 1. What is test plan? what it include?
  2. What is array? can we store heterogeneous data into array
  3. What is L10N and I18N
  4. What is TRM
  5. What is responsibility of scrum master and project manager? are they equal?
  6. How will u perform localization testing?
  7. Sql-calculate first highest salary and 10 th highest salary.
  8. How will you perform calculation base testing?
  9. How will u write test cases? What is mandatory field while writing test cases?
  10. What is abstract class? how will u complete those incomplete method ?
  11. What is interface ?
  12. Difference between interface , abstraction and concrete class?
  13. Difference between SDLC and STLC?
  14. What is string?
  15. Difference between indexOF() and lastIndexOf()?
  16. How static method complete in abstract and interface?
  17. What are different exception u handle till now ?
  18. Explain concat method?
  19. Heap and scp area?
  20. Test scenario and test plan
  21. What is check and unchecked exception?
  22. Protected access modifier?
  23. Explain jira?
  24. BBT ?
  25. Exception handling?
  26. Lower case and uppercase ?
  27. DDL and DML
  28. Difference between union and join ?
  29. Sake-amazon-mobile offer for first 15who will buy at 4 pm to 5pm (50%) select top 15\*from group 4 ehere buytime between 4 and 5
  30. Divya1234 find digits from string?
  31. Need of database in testing
  32. What is defaiult constructor ?which return type is available for constructor?
  33. Final ,finally finalize?
  34. Throw and throws
  35. Int a=5; b=5 equal ignorance will work here
  36. Swaraj create new string from this
  37. Importance of sql in QA point of view
  38. What is casting? Can u cast non primitive data type into primitive data type? Convert string=”40,000” into integer
  39. If you work on two different domains like banking and insurance domain then what you think designing the test cases is different for both the domain or it is same for both?
  40. . In cr and fr which u except first .and what is the difference between cr and fr.