1. EXPLAIN WHAT TEST PLAN IS?WHAT IS THE INFORMANCE THAT SHOULD BE COVERED?

A test plan is a document that describes the strategy scope resources schedule and objectives of testing activities

Test plan is information covered

- Id
- Test case title
- Module
- Severity
- Priority
- Tag
- Precondition
- Steps
- Expectes result
- Actual result

2. WHAT IS PRIORITY?

Priority in softwar testing refers to how urgently a defect bug needs to be fixed based on its impact on the business or customer

3. WHAT IS SEVERITY?

Severity in software testing refers to how serious or critical a defect (bug) is in terms of the system's functionality or performance

1. High severity
2. Medium severity
3. Low severity

4. BUG CATEGORIES ARE

In softwar testing bugs defects can be categorized based on their nature cause or impact

1.functinal bug
2.Performance bug
3.usability
4.compebility
5.Security bugs
6.ui bugs
7.boundary bugs
8.logical bugs
9.Data bugs

5. DIFFERENCE BETWEEN PRIORITY AND SEVERITY?

PRIORITY

1. Priority means how quickly the bug should be fixed.
2. It is based on business or customer needs.
3. It is usually set by the Project Manager or Business Analyst.
4. It shows the urgency of the bug fix.
5. Example**:** Spelling mistake on the homepage High Priority because it affects company image.

SEVERITY

1. Severity means how serious the bug is in terms of functionality.
2. It is based on the technical impact on the system.
3. It is usually set by the Tester or QA team.
4. It shows the damage or seriousness of the defect.
5. Example: System crash after clicking a button High Severity because the system fails.

6. EXPLAIN THE DIFFERENCE BETWEEN AUTHORIZATION AND AUTHENTICATION WEB TESTING WHAT TESTING WHAT ARE THE COMMON PROBLEMS FACED IN WEB TESTING?

1. Broken Links
   Clicking a link leads to a 404 or wrong page.
2. Cross-Browser Issues
   Website works in Chrome but not in Safari or Firefox.
3. UI/UX Problems
   Alignment issues, overlapping text, or buttons not visible.
4. Session Management Errors
   User remains logged in even after logout, or session doesn't expire.
5. Security Issues
   User can access restricted pages without proper rights.
6. Form Validation Bugs
   Submitting empty or invalid data without error message.
7. Slow Page Load
   Performance issues due to large files or slow server response.
8. Responsive Design Problems
   Website does not display correctly on mobile or tablets.
9. Incorrect Error Messages
   Error messages are missing or not helpful.
10. Database Issues
    Wrong data stored or displayed, or SQL errors shown.

6. TO CREATE HLR AND TEST CASE OF WEBBASED(WHATSAPP WEB)
   1 WHATS APP WEB https://web.whatsapp.com/
   Create test case on whatsapp group chat

   HLR PART 1: HLR – High-Level Requirements of WhatsApp Web

   HLR 1 User should be able to log in via qr code scanning
   HLR 2 User should see their chat list after login
   HLR 3 User should be able to send and receive messages in real time
   HLR 4 User should be able to view and download media images video
   HLR 5 User should be able to send attachments document images etc
   HLR 6 USER shold recive desktop notifications for new messages
   HLR 7 User should be able to searcj chats and contcts
   HLR 8 User should be able to log out from Whatsapp web

   Test Cases for WhatsApp Web

   Open whatsapp web in browser
   Open whatsapp on mobile
   Scan the qr code from the phone
   Select a contact from chat list
   Type amessage
   Press enter
   Ask another user to send you a message
   Keep whatsapp web open
   Open a chat
   Click attachment icon
   Select an image file
   Click send
   Open a chat
   Click on a received image or video
   Click the download icon
   Click on the search bar
   Type a contact name
   Open whats app web and follw notifications
   Minimize browser
   Receive a new message
   Click on menu three dots
   Click on log out

7. WRITE A SCENARIO OF ONLY WHATSAPP CHAT MESSAGE

1. Open WhatsApp Web in browser.
2. Select a contact from the chat list.
3. Type a message (e.g., "Hello, how are you?").

4. Press the Enter key to send the message.
5. Check that the message appears in the chat window.
6. From the receiver's phone, reply to the message.
7. Observe the reply message on WhatsApp Web.

8. WRITE A SCENARIO OF PEN

1. Remove the pen cap or click if it's a ball pen.
2. Hold the pen properly and place the tip on paper.
3. Start writing a sentence
4. Observe the ink flow and writing smoothness.
5. Pause for a moment and then continue writing.
6. Try writing fast and slow to check consistency.

9. WRITE A SCENARIO OF PEN STAND

1. Place the pen stand on a flat, stable surface.
2. Insert one pen into the stand and check if it stays upright.
3. Gradually add more pens (2, 3, up to 10).
4. Check if the stand holds them without tilting or falling.
5. Try inserting pens of different sizes (thick, thin, long).
6. Shake the table slightly to test stability.
7. Remove all pens and inspect the stand for any damage.

10. WRITE A SCENARIO OF DOOR

1. Try to open the door by pulling or pushing.
2. Observe if the door opens smoothly without noise.
3. Close the door gently and check if it aligns with the frame.
4. Lock the door using the key or latch.
5. Try opening the door when locked it should not open.
6. Unlock and open the door again.
7. Check if the door opens fully up to 90° or more.
8. Push the door harder to check the strength of hinges.
9. Check for gaps between the door and frame air/light leakage.
10. Open and close the door multiple times to test durability.

11. WRITE A SCENARIO OF ATM

Insert the ATM/debit card into the machine.
Select preferred language English/Hindi
Enter the correct 4-digit PIN.
Choose the Withdraw Money option.
Select account type Savings/Current.
Enter the withdrawal amount 500-200.
Confirm the transaction.
Wait for the machine to process the request.
Collect the cash from the dispenser.
Take the printed receipt if opted.
Remove the card when prompted.

12. WHEN TO USED USABILITY TESTING?

Usability Testing is used to check how easy user-friendly and efficient a software or application is for real users.

1. Before launching the final product
2. During the UI/UX design phase
3. After major design changes or redesign
4. When users face issues using the product
5. For websites or apps targeting a large audience
6. To compare two designs A/B Testing

13. WHAT IS THE PROCEDURE FOR GUI TESTING?

GUI Graphical user interface testing is the process of testing the visual elements of a softwar application like button text boxes menus icons colour layout

Understand gui requirements
Prepare gui test cases
Set up the test environment
Execute GUI test cases
Verify error message and alert
Check responsiveness on different screen sizes
Perform cross browser and cross device testing
Log defects with screenhots and step to reproduce
Re test after defect fixes
Perform regression testing if needed

14. WRITE A SCENARIO OF COFFEE VENDING MACHINE

Turn on the coffee vending machine if it's off.
Select the coffee option Espresso, Black Coffee, etc
Insert coin/token/swipe card.
Wait for the machine to process the request.
Place a cup under the nozzle.
Machine dispenses the selected coffee.
Take the cup and check quantity, temperature, and quality.
Verify no leaks or spills occurred.

15. WRITE A SCENARIO OF CHAIR

Visually inspect the chair for any cracks or loose parts.
Sit on the chair and check for comfort and stability.
Move slightly to test for any wobbling or imbalance.
Lean back (if the chair has a backrest) to test support.
Check the strength of the legs by slightly shifting your weight.
If it's a revolving chairrotate it 360° to check smooth movement.
If it has adjustable height, test up/down lever.
If it has armrests press gently to test their strength.
Stand up and check if the chair remains stable and in place.
Move the chair to test for ease of movement or portability.

16. TO CREATE SCENARIO(POSITIVE & NEGATIVE)

POSITIVE

Definition:

A test scenario that checks if the system works as expected with valid input and correct steps.

Example (Login Page):

Test Scenario Title: Login with valid credentials

Test Steps:

1. Open login page
2. Enter valid username and password
3. Click "Login" button

Expected Result:

User is successfully logged in and redirected to the dashboard.

NEGATIVE

Definition:

A test scenario that checks how the system behaves with invalid, unexpected, or missing inputs.

Example (Login Page):

Test Scenario Title: Login with invalid password

Test Steps:

1. Open login page
2. Enter valid username and wrong password
3. Click “Login” button

Expected Result:
System should display an error message: Invalid username or password

17. CREATE TEST CASE ON COMPOSE MAIL FUNCTIONALITY.

Test Case 1: Check Compose Mail Screen Opens
Step: Click on "Compose" button
Expected Result**:** Compose window should open with fields – To, Subject, Body, Attachment, Send

Test Case 2: Send Mail with All Details
Step: Enter valid email in "To", add subject and message, click Send
Expected Result: Mail should be sent successfully

Test Case 3: Send Mail Without To Field
Step: Leave To field empty, add subject and message, click Send
Expected Result: Show error message Recipient is required

Test Case 4: Send Mail with Invalid Email
Step: Enter wrong email (like abc@com), add subject and message, click "Send"
Expected Result: Show error – "Invalid email format"

Test Case 5: Send Mail Without Subject
Step: Enter "To" email and message only, leave subject blank, click "Send"
Expected Result: Show warning – "Send without subject?"

Test Case 6: Send Mail Without Message Body
Step: Enter "To" email and subject, leave body empty, click "Send"
Expected Result: Mail should be sent or show warning – based on system

Test Case 7: Add Attachment and Send
Step: Attach file, enter details, click "Send"
Expected Result: Mail should be sent with attachment

Test Case 8: Attach Large File
Step: Attach file larger than 25MB and click "Send"
Expected Result**:** Show error – "File size too large"

Test Case 9: Use CC and BCC Fields
Step: Add CC and BCC emails along with "To", click "Send"
Expected Result: Mail should go to all recipients

Test Case 10: Close Compose Without Sending
Step: Type something, close window without clicking "Send"
Expected Result: Draft should be auto-saved

18. ONLINE SHOPPING TO BUY PRODUCT(FLIPKART)

Test Case 1: Search for a Product
Step: Open Flipkart and search for a product (e.g., "mobile")
Expected Result: List of mobile phones should be displayed

Test Case 2: Apply Filters (Brand, Price, etc.)
Step: Apply filters like brand, price range, ratings
Expected Result: Product list should update according to selected filters

Test Case 3: Select a Product
Step: Click on any product from the list
Expected Result: Product details page should open

Test Case 4: Check Product Details
Step: View product name, price, specifications, reviews, and ratings
Expected Result: All product information should be clearly visible

Test Case 5: Add Product to Cart
Step: Click on “Add to Cart”
Expected Result: Product should be added to cart successfully

Test Case 6: View Cart
Step: Click on the cart icon
Expected Result: Cart page should open with selected product and price

Test Case 7: Proceed to Checkout
Step: Click on “Place Order”
Expected Result: Redirected to login/sign-up or address page

Test Case 8: Enter Delivery Address
Step: Add or select an address

Expected Result: Address should be saved and shown for delivery

Test Case 9: Choose Payment Method
Step: Select a payment method (e.g., UPI, Card, Cash on Delivery)
Expected Result: Payment method should be selected and proceed to confirmation

Test Case 10: Place the Order
Step: Click on “Place Order” or “Pay”
Expected Result: Order should be placed successfully, and confirmation message should appear

19. WRITE SCENARIO OF WRIST WATCH

Check Time Display
Step: Turn on the watch / look at the screen
Expected Result: Time should be displayed correctly

Check Date Display (if available)
Step: Press button or check screen for date
Expected Result: Correct date should be shown

Check Stopwatch Feature
Step: Start stopwatch, wait a few seconds, stop it
Expected Result: Stopwatch should start, run, and stop correctly

Check Alarm Feature
Step: Set an alarm and wait for it to ring
Expected Result: Alarm should ring at the correct time

Check Battery Indicator (for digital/smartwatch)
Step: View battery status
Expected Result: Battery percentage or icon should display accurately

Check Water Resistance (if supported)
Step: Use the watch under water as per its rating
Expected Result: Watch should work normally without damage

Check Strap Locking System
Step: Wear and lock the strap
Expected Result: Strap should lock securely and comfortably

20. WRITE SCENARIO OF LIFT(ELEVATOR)

Call Lift from Any Floor
Action: Press the "Up" or "Down" button on a floor
Expected Result: Lift arrives at that floor

Select Destination Floor Inside the Lift
Action: Enter the lift and press a floor number
Expected Result: Lift moves to the selected floor

Lift Doors Open Automatically
Action: Lift reaches any floor
Expected Result: Doors open automatically when it stops

Lift Doors Close Automatically
Action: Wait for a few seconds without pressing anything
Expected Result: Doors close after a short delay

Emergency Button Works
Action: Press the emergency/alarm button
Expected Result: Alarm rings or support is alerted

Overload Protection Works
Action: Try to overload the lift (within safe test limits)
Expected Result: Lift does not move and shows "Overload" message

Lift Goes to Correct Floor Based on Buttons
Action: Press 3rd, 5th, and 7th floor buttons
Expected Result: Lift stops correctly at all selected floors in order

Power Backup Works
Action: Simulate power failure (testing environment)
Expected Result: Lift uses backup power and reaches nearest floor safely

Inside Light and Display Work Properly
Action: Enter lift and look at display/light
Expected Result: Display shows floor number and direction; light is ON

Voice or Bell Notification (if available)
Action: Use lift normally
Expected Result: Voice or bell announces floor number on each stop

21. WRITE A SCENARIO OF WHATSAPP PAYMENT

Open WhatsApp
Action: Tap on WhatsApp icon

Expected Result: WhatsApp opens successfully

Open Chat of Contact Who Has Payments Enabled
Action: Select the person to whom you want to send money
Expected Result**:** Chat window opens with that contact

Tap on the Rupee Symbol or Attachment > Payment
Action: Click on the payment icon
Expected Result: Payment screen opens

Enter Amount to Send
Action: Type the amount e.g₹100
Expected Result: Amount is displayed properly

Select Bank Account if multiple linked
Action: Choose a bank account for UPI transaction
Expected Result: Selected account is highlighted

Enter UPI PIN
Action: Enter your 4/6-digit UPI PIN
Expected Result: PIN is verified and payment is processed

Payment Successful Message Appears
Action: Wait for confirmation
Expected Result: Message appears: ₹100 sent to Contact Name

Receiver Gets Notification
Action: Receiver checks their chat
Expected Result: Receiver sees:You received ₹100 from Your Name

Transaction History Updates
Action: Go to Payments > History
Expected Result: The transaction appears in the list