1. WHAT IS SRS?

SRS is full form stand for softwar requirements specification

It is a document that describes what a softwar system should do and how it should perform it is created before the development starts usually during the planning or requirement analysis phase of a softwar project.

2. DRAW USECASE ON ONLINE BILL PAYMENT SYSTEM(PAYTM)

Use case diagram

Actors

1 user

2 admin

3 payment gateway

Use cases

Register/login

View bills

Select bill type

Enter bill details

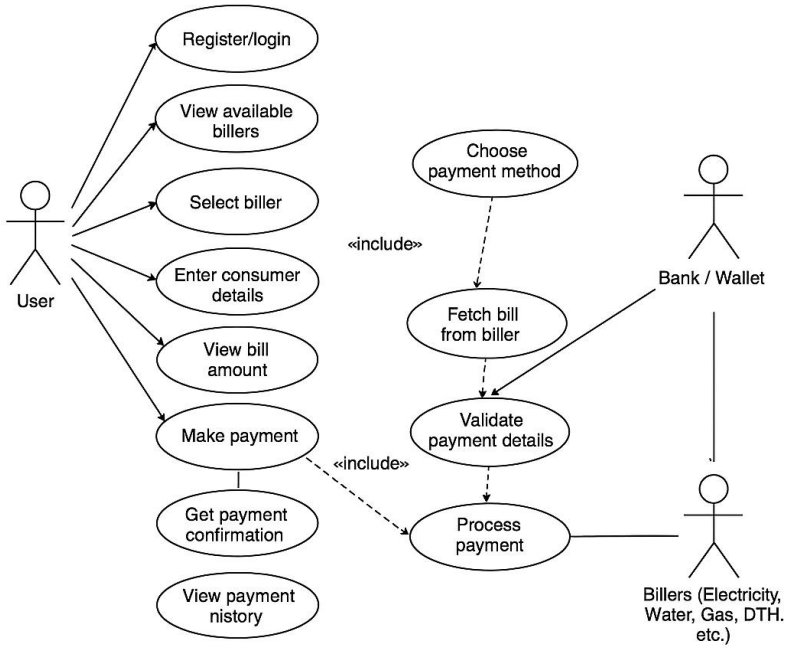
Make payment

View transaction history

Receive confirmation

Manage confirmation

View all transaction admin



Online Bill Payment System (Paytm)

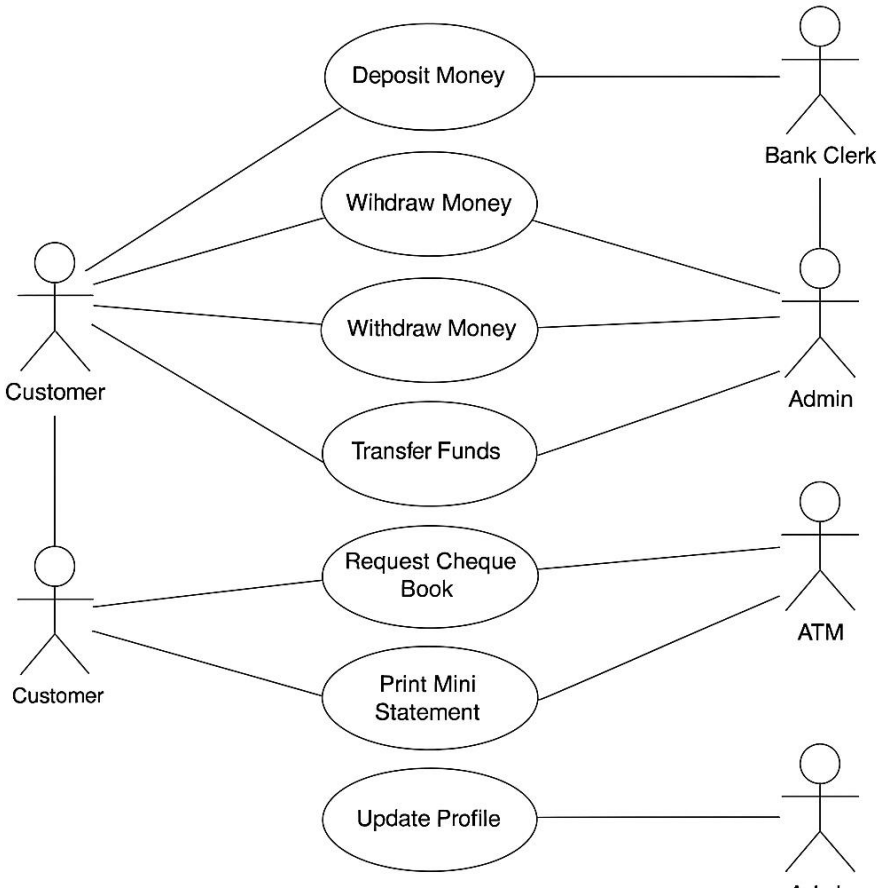
3. DRAW USECASE ON BANKING SYSTEM FOR CUSTOMER

Actors**:**

Customer
Bank Clerk
ATM
Admin

Use Cases**:**

Register / Login
View Account Details
Deposit Money
Withdraw Money
Transfer Funds
Check Balance
Request Cheque Book
Print Mini Statement
Update Profile
Open New Account (Clerk)
Close Account (Admin)



4. DRAW USECASE ON BROADCASTING SYSYTEM

Actors**:**

Viewer – Watches content

Administrator – Manages access and platform controls

Content Creator – Uploads, schedules content, and manages channels

Operator – Monitors broadcasts and manages content

Use Cases:

Watch Content – Viewer watches TV shows, live streams, etc.

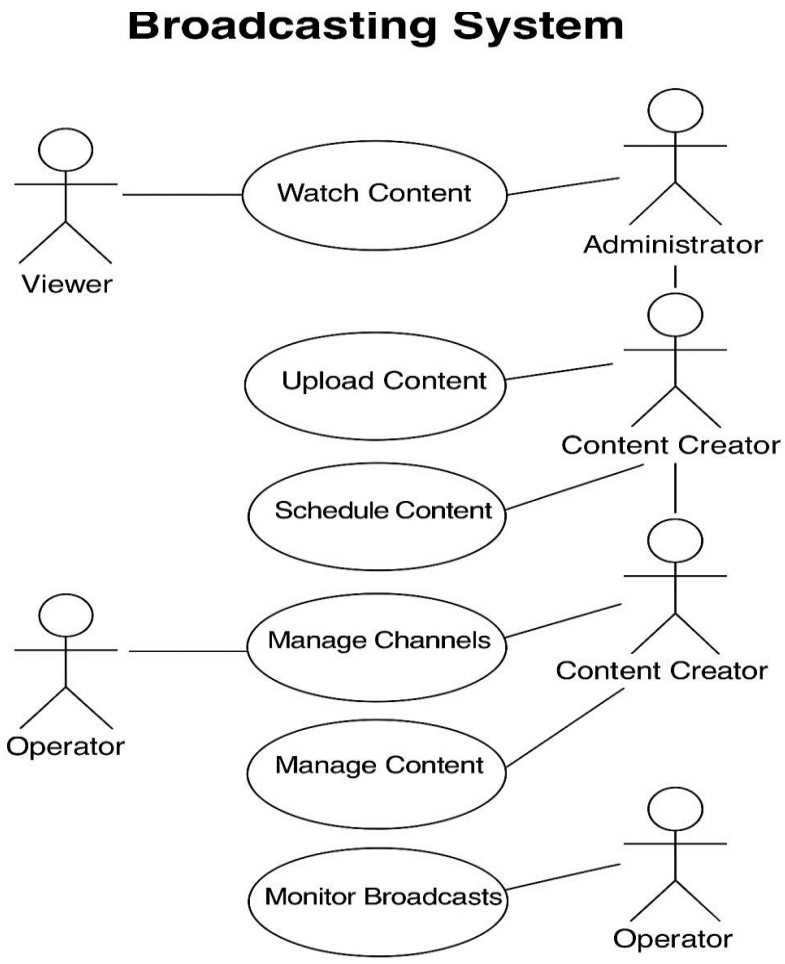
Upload Content – Content Creator uploads videos or broadcasts

Schedule Content – Content Creator sets the time for content to go live

Manage Channels – Operator or Content Creator handles channel settings

Manage Content – Operator manages or edits uploaded media

Monitor Broadcasts – Operator ensures smooth running of live content



5. DRAW USECASE ON OTT PLATFORM

Actors**:**

Viewer

Admin

Content Provider

Use cases

Register/Login

Search Content

Browse Content

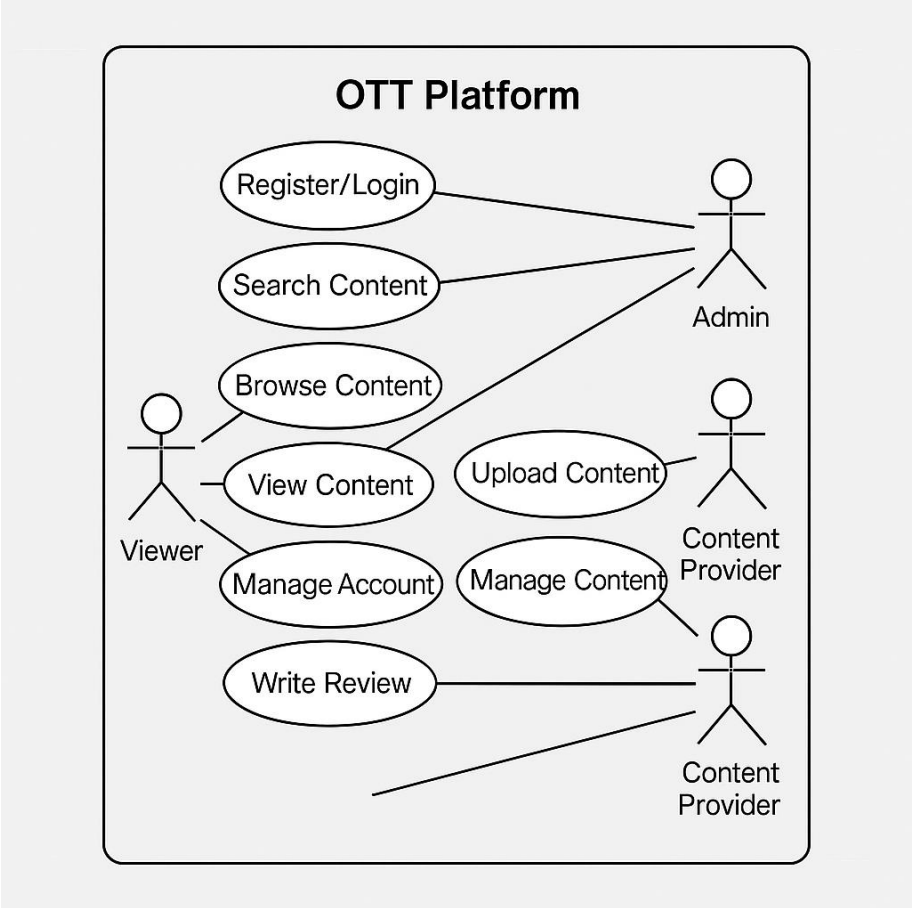
View Content

Manage Account

Write Review

Upload Content

Manage Content



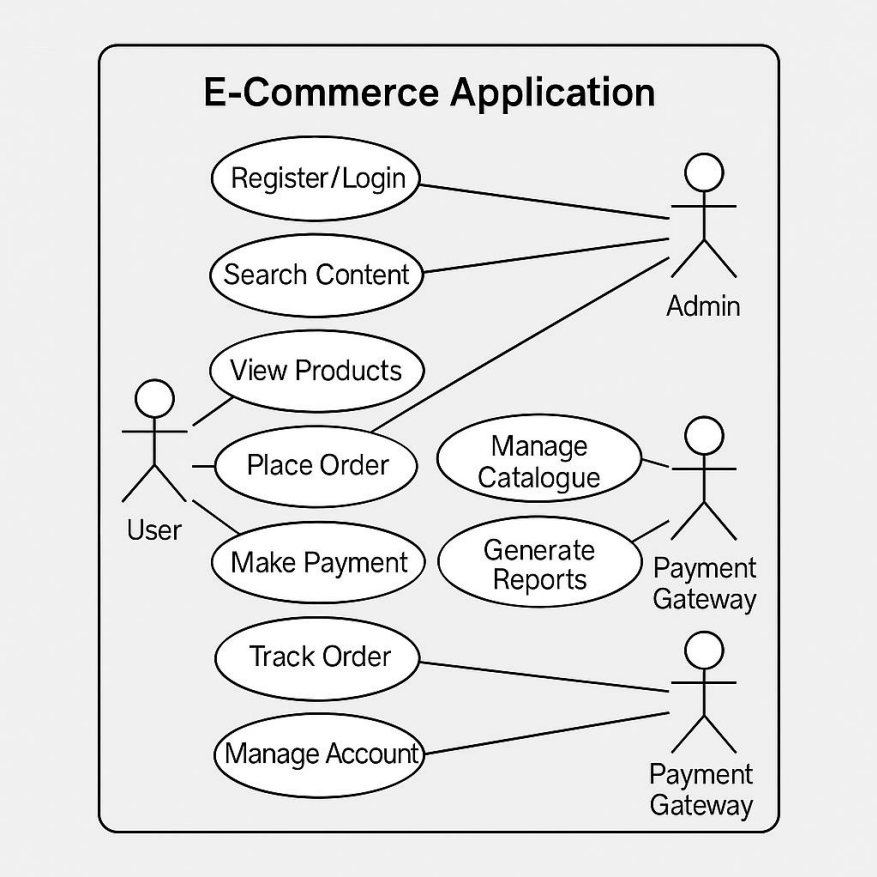
6. DRAW USECASE ON E COMMERCE APPLICATION

Actor

- User
- Admin
- Payment gatway

Use cases

Register/Login
Search Content
View Products
Place Order
Make Payment
Track Order
Manage Account
Manage Catalogue
Generate Reports

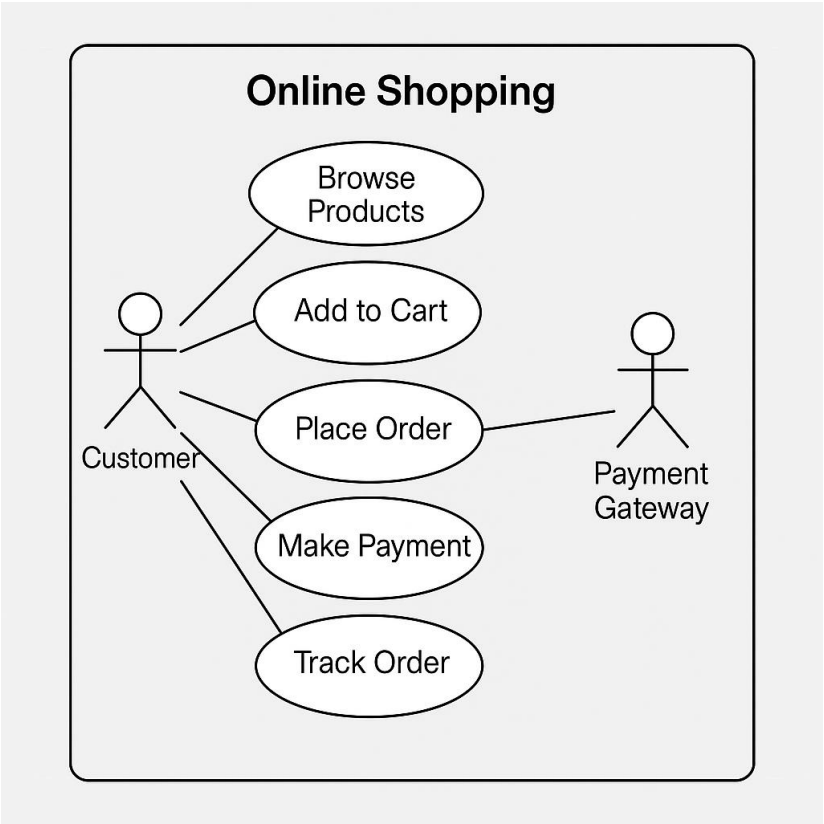


7. DRAW USECASE ON ONLINE SHOPPING PRODUCT USING PAYMENT GATEWAY

Actor
- Customer
- Payment gateway

Use cases
- Browse products
- Add to cart

Place order
Make payment
Track order



8. WHAT IS EXPLORATORY TESTING?

Exploratory testing is a type of software testing where test cases are not created in advance, but testers explore the application while testing it. It relies on the tester's creativity, experience, and intuition to find bugs.

EXAMPLE

A tester starts using a new mobile app without predefined steps clocking different options entering random data and observing the result to find issues

9. WHAT IS TRACEABILITY MATRIX?

A Traceability matrix is a documents that connects and maps requirements to their corresponding test cases. It helps ensure that all requirements are covered by tests and helps track the testing progress

10. WHAT IS BOUNDARY VALUE TESTING?

Boundary value testing is a type of black box testing technique where tests are designed to check the boundary values of input fields. Most error occur at the edges of input ranges so these are tested carefully

11. WHAT IS EQUIVALENCE PARTITIONING TESTING?

Equivalence Partitioning Testing is a black box testing technique where input data is divided into different equivalence classes or groups**,** and only one test case is selected from each group. The idea is that if one value in a group works, the others will too — reducing the number of test cases without losing coverage.

12. WHAT IS DETERMINES THE LEVEL OF RISK?

The level of risk in software testing is determined by evaluating two main factors
1.Probality of failure
2.impact of failure

13. WHAT IS ALPHA TESTING?

Alpha Testing is a type of acceptance testing performed by the internal team developers or QA team at the end of development but before the product is released to real users or customers.
Example
A company develops a new mobile app. Before releasing it to the public, the internal QA team tests all features to catch bugs

14. WHAT IS BETA TESTING?

Beta Testing **is** a type of user acceptance testing where the software is released to a limited group of real users outside the company to use it in the real-world environment and give feedback before the final release**.**
Example
After Alpha Testing, a mobile app is released to a few selected users through Google Play's Beta program. These users test it and report any bugs

15. WHAT IS COMPONENT TESTING?

Component Testing**,** also known as Module Testing or Unit Testing**,** is a type of software testing where individual components or modules of a software are tested in isolation to verify that each one works as expected.
Example
Suppose you have an e-commerce website. The login module is tested separately to make sure it accepts valid credentials and rejects invalid ones

16. MENTION WHAT ARE THE CATEGORIES OF DEFECTS?

In software testing, defects (also called bugs or issues) can be classified into different categories based on the type of problem. Here are the main categories:
There are 8 main types

1. Functional Defect
   When the feature does not work as expected.
2. Performance Defect
   When the application is slow or uses too much memory/CPU.
3. Usability Defect
   When the system is hard to use or not user-friendly.
4. Compatibility Defect
   When the system does not work properly in all browsers/devices.
5. Security Defect
   When the application is not secure.
6. User Interface (UI) Defect
   When there are issues with design, layout, or appearance.
7. Boundary Defect
   When the system fails at minimum or maximum input values.
8. Data Defect
   When data is missing, wrong, or not updated.

17. MENTION WHAT BIGBANG TESTING IS?

Big Bang Testing is a type of integration testing in which all components or modules are combined together at once and tested as a whole system.

18. WHAT IS PURPOSE OF EXIT CRITERIA?

Exit Criteria are the conditions or requirements that must be met to formally end a testing phase.

To ensure testing is complete and successful
Confirms that all planned test cases have been executed and passed.

To check if major defects are resolved
Ensures all critical bugs are fixed or accepted by stakeholders.

To review test coverage
Makes sure all functionalities and modules have been tested.

To verify documentation is complete
All test results, reports, and logs are documented.

To confirm quality level is acceptable
Product meets the required quality standard before release.

19. DIFFERENCE BETWEEN PRIORITY AND SEVERITY?

PRIORITY

Meaning: It shows how quickly the defect should be fixed.
Focus: Based on business need or customer impact.
Set By: Usually by Project Manager or Client.

Example: Spelling mistake on homepage High Priority, because it affects the company image.

SEVERITY

Meaning: It shows how serious the defect is in terms of functionality.
Focus: Based on technical impact on the system.
Set By: Usually by Tester or Developer.

Example: App crashes when clicking a rare button = High Severity, even if it's rarely used.

20. WHAT IS BUG LIFE CYCLE?

Bug Life Cycle also called Defect Life Cycle is the process a defect goes through, from being found to being closed fixed or rejected
different states of a bug during its lifetime.

New – Tester finds a bug and reports it.
Assigned – The bug is assigned to a developer.
Open – Developer starts working on the bug.
Fixed – Developer fixes the bug.
Retest – Tester retests the bug.
Verified – If the bug is fixed, tester marks it as verified.
Closed – Bug is completely fixed and closed.
Reopen – If bug is not properly fixed, it is reopened.

Example
A tester finds a bug logs it developer fixes it tester checks it again if okay, bug is closed.
If not fixed properly bug is reopened.

21. WHAT IS THE DIFFERENCE BETWEEN THE STLC AND SDLC?

SDLC SOFTWARE DEVELOPMENT LIFE CYCLE

What it is:
SDLC is the process of developing software from start to finish.
Goal:
To build and deliver a complete software product.
Steps include:
THERE ARE SIX PHASES

Requirement gathering and analysis
Design
Coding
Testing
Deployment
Maintenance

STLC - SOFTWAR TESTING LIFE CYCLE
What it is:
STLC is the process of testing the software to ensure its quality.
Goal:
To find bugs and ensure the software works correctly.
THERE IS 6 TYPES
Requirement analysis
Test planning
Test case design
Test execution
Bug reporting
Test closure

22. WHAT IS DIFFERENCE BETWEEN TEST SCENARIOS, TEST CASES AND TEST SCRIPT?

Test Scenario
It tells what to test
Used when time is less documentation is light
Example test payment with credit card

Test cases
It tells how to test in detail
Includes test steps expected result actual result pass fail status
Example: test case for login with valid credentials

Simple on line difference
Test scenario what to test
Test case how to test manually
Test scripts how to test automatically with code