NAME – DEVARSH

MODULE 2 – MANUAL testing

Q1

WHAT IS EXPLORATORY TESTING

ANS

It is a software testing technique that does not use any specific test design,plan or approach,Exploratory testing is an unscripted approach to software testing where the tester is free to select any possible methodology to test the software.

Q2

What is traceability matrix

ANS

It is a document that details the technical requirements for a given test scenario and its current state,It helps the testing team to understand the level of testing that is done for the given product

Q3

WHAT IS BOUNDARY VALUE ANALYSIS

Equivalence

The behhaviour at the edge of the equivalence partition is more likely to be incorrect than the behavior within the partition,So boundary value analysis is based on testing the boundary values of valid and invalid partition

Q4 EQUIVALENCE PARTITION

ANS

It is the process of defining the optimum number of test

* By reviewing document such as functional design specification and detail design specification and identify each input condition within a function
* By selecting input data that is representative of all other data that would likely invoke the same process for that particular condition

Q5 INTEGRATION TESTING

ANS

IT is the second level of the second level of software testing following,unit testing.In integration testing individual software modules are combined and tested together.It occur after unit testing and before system testing.

Q6 WHAT DETERMINES LEVEL OF RISK

ANS

Determining level of risk usually involves trying to access not only the likelihood of an identified risk from actually occurring.

Q7 WHAT IS ALPHA TESTING

ANS

IT is the form of acceptance testing,tthe range of alpha testing is within the specific organization,it is always performed in virtual environment. It is performed by developer at the development site.

Q8 BETA TESTING

ANS

It is the form of acceptance testing,It is always performed by customer at their own site,it is performed in the realtime enviorment.It is always open for public or market.It is only a kind of blackbox testing

Q9 WHAT IS COMPONENT TESTING

ANS

Each module of software will be tested separately ,This can be done during coding phase by developer,It is the first level of testing performed prior to integration testing.

Q10 FUNCTIONAL SYSTEM TESTING

ANS

This is a type of software testing in which the system is tested against functional requirements which are necessary to perform

Q11 NON FUNCTIONAL SYSTEM TESTING

ANS

It is a type of software testing that is performed to verify the non functional requirements,It verify wheather the behavior of system is as per requirement or not.

Q12 ADHOC TESTING

ANS

It is a type of informal testing type with aim to destroy the system ,This testing is performed by experienced testers.main aim is to find defects by checking random modules.

Q13 WHITE BOX TESTING WITH TYPES

ANS

In white box testing we are aware of he internal structure and working of the software it is also called glass box technique

WHITE BOX TECHNIIQUES

* Statement coverage
* Decision coverage
* Conditional coverage

Q14 BLACK BOX TESTING WITH TYPES

ANS

In black box testing,we use the software by customer point of view, tester have no idea about the struture of software.This testing focusing on input that goes into the software and output that is produced.

BLACK BOX TECHNIQUES

* State transition diagram
* Equivalence partition
* Border value analysis

Q15 MENTION WHAT IS BIG BANG TESTING

ANS

Big bang is a type of integration testing in which all components or modules integrated simultaneously after which everything is tested in group

Q16 DIFFERENCE BETWEEN SMOKE & SANITY

ANS

SMOKE

* Here we will test all the critical functions of the software is stable or not.
* Smoke testing is subset of acceptance testing
* It is documented and scripted and Performed by developers or testers

SANITY

* It is used to check wheater the new functionality is been fixed
* It is a subset of regression testing.
* It is not documented and not scripted and usually performed by testers

Q17 PURPOSE OF EXIT CRITERIA

ANS

Purpose of exit criteria is to define when to stop all the testing or phases of testing..

Q18 GUI TESTING

ANS

It is the process of checking graphical user interface of the system under test. There are three approaches of gui testing

* Recored and play
* Manual based
* Model based

Q19,20 TYPES PF PERFORMANCE TESTING/ WHAT IS LOAD TESTING

ANS

* LOAD TESTING

It is a kind of performance testing which determines a system performance under real time load condition

* STRESS TESTING

It is a kind of performance testing in which the system is stressed by giving heavy load beyond its limit to know how and when the system will fail,It is also known as endurance testing.

* SPIKE TESTING

Spike testing is a type of performance testing in which an application receives a sudden and extreme increase or decrease in load.

Q21 WHEN SHOULD REGRESSION TESTING BE PERFORMED

ANS

It can be done when new functionality is added in existing system,when adding new requirements in existing feature,when the changes is done in configurations.

Q22 WHAT IS ERROR

ANS

Any mistake in coding is called error

DEFECT

Error found by testers is called defect

BUG

Defect accepted by dev team is called bugg

FAILURE

If build does not meet user requirements than it is called failure.

Q23 QA VS QC VS TESTER

ANS

* TESTER

It is the subset of QC, tester identifies bugs in the software.Tester focuses on actual testing.

* QC(QUALITY CONTROL)

It is the subset of QA,it is a corrective process.This ensure the verification of developed software with respect to document

* QA(QUALITY ASSURANCE)

It is the subset of software testing life cycle, it focuses on processes and procedures rather than conducting actual testing on the ststem.

Q24 WHAT IS 7 KEY PRINCIPLES EXPLAIN IN DETAIL

ANS

* TESTING SHOWS PRESENCE OF DEFECT

We test too find fault,testing can show presence of defect but cannot prove that there are no defects.

* EXHAUSTIVE TESTING IS IMPOSSIBLE

Testing everything by all combination of input and preconditions is not possible,so accessing and managing risk is one of the most important activities and reason for testing the project.

* EARLY TESTING

Testing activities should start as early as possible in the development life cycle.Theese activities should be focused on defined objective – outlined the test strategy

* DEFECT CLUSTERING

A small number of module contain most of the defects discovered during pre-release testing ,defects are clustered in system,most defect found during testing are usually confined to a small number pf module.

* Pestiside paradox

If the same test are repeated over and over again,,eventually the same set of test case will no longer find any new defects.Testing identifies bug and programmer respond to fix them

* Testing is context dependent

Testing is context dependent and done differently in different contexts,different kind of sites are tested differently

* ABSENCE OF ERROR FALLACY

If the system built is unusable and does not fulfil the user needs and expectations then finding and fixing defects does not help.

Q25 QA/QC/TESTER

* TESTER

The work of tester is to find error bugg and defect in program,tester focuses on testing, so it is called preventive process(preventing errors),tester are subset of qc

* QC (QUALITY CONTROL)

The work of qc is to verify developed software with respect to documented requirements,focus is on actual testing by executing software with intendcto identify bug through implementation of procedures and processes,It is corrective process.Qc is the subset of QA

* QA(QUALITY ASSURANCE)

Qa will see overview to ensure the implementation of processes,procedure and standard in context to verification of developed software and intended requirement,QA is subset of software testing life cycle

Q26 VERIFICATION/VALIDATION

* VERIFICATION

\* It include checking documents,design,code and program \* it is a static type of testing,we r not executing code in verification,It can find bugs in early stages of development.

* VALIDATION

\*It include testing and validating the actual product

\*it is dynamic testing,it includes execution of code,methods used in validation are blackbox,whitebox,etc..it include execution of code.

Q27 FUNCTIONAL/NON FUNCTIONAL

* Functional testing

It is performed using the specification provided by client and verifies system against functional requirements

Functional testing is executed first,business requirement,it is easy to do manual testing,eg unit testing,smoke testing,uatt,whitebox,blackbbox,etc

* Non functional

It checks the performane reliability and other nonfunctional aspect of software system

It should be performed after functional testing, hard to do manual testing,performance parameter like speed are to non-functional testing eg performance testing,load testing,spike testing,stress testing,etc.

Q28,29,30 what is & difference between severity & priority

* Priority

It is a term which define how fast we need to fix the defect,the priority is basically the parameter that decide the order in which we should fix the defect.There are 3 types of priority,low,medium,high.

* Severty

It is a term which define how severly a defect can affect the functionality of software,it is a parameter that denotes the total impact of given defect on any software.There are five types of severity,low,medium,high,cosmetic.

Q31 WHAT IS BUG LIFE CYCLE

It is a software testing’s specific set of states that defect or bug goes through in its entire life. The purpose of bug life cycle is to easily coordinate and communicate current status of defect whichchanges to various assignees and make the defect fixing process systematic and efficient.

Q32 DIFFERENCE BETWEEN STLC & SDLC

* SDLC

\*It is software testing life cycle,The main objective of sdlc is to create a software which is of high quality nd meets all the customer requirements.

\*project manager and business analyst conduct a meeting with customer to gather the requirements

\*the development team create the high level nd low level design plan

\*the real code is developed and the actual work takes place as per the design document.

* STLC

\*It is software testing life cycle

\*The main objective of stlc phase Is just testing.

\*The qa team analyze requirement document like functional nd non functional documents and create system test plan.

\*The test analyst create the integration test plan.

Q33 BUG CATEGORIES

* Performance bugs
* Gui bugs
* Usability bugs
* Compatibility bugs
* Security bugs
* Functional bugs

Q34 METHODOLOGY OF AGILE

* Agile is the combination of iterative nd incremental model with the focus on process adaptability nd customer satisfaction by rapid delivery of working software product.
* Agile break product into small increment build.
* These build are provided in iterations
* Every iteration involves cross functional teams working simultaneously on various area like requirement analysis,planning,unit testing design,coding and uat.
* At the end of the iteration a working product is displayed to the customer and important stakeholders.

Q35 USABILITY TESTING

\*Aesthetics and design are important,How well a product look usually determine how well it works.

\*Usability testing identifies usability error in the system early in development,This can save product from failure.

Q36 WHAT IS TEST CASE

Test case involve the set of steps,conditions and input which can be used while performing the testing task.

* Test case consist of set of input value,execution precondition,expected result and executed post condition developed to cover certain test condition
* Test case are derived from test scenario
* Test case represent all possible action which can be done by user.

Q37 POSITIVE AND NEGATIVE SCENARIOS OF FB CHAT ON MOBILE

ANS

Positive

* User can able to write message.
* Message Send button working properly
* Message is being delivered to other person
* Cannot modify other’s message
* Can delete our chat

NEGATIVE

* Showing message sent but not delivered to other user
* No proper ui in random screen size
* Unable to send message due to network issue
* Internal sever problem so,user cannot send or receive messages

Q38 SCENARIO OF WHATS APP CHAT

* Checking that user can update chat wallpaper
* checking that user can send message to other user
* checking that user can unsend the message for him and for everyone
* checking that user can insert emoji or stickers in chat
* checking by inserting video in chat
* checking by sending location to other person
* checking by keeping it blank and tapping enter
* checking wheater it shows single tick,double tick and blue tick(message seen status).

Q39 POSITIVE AND NEGATIVE OF GMAIL RECEIVING MAIL

* POSITIVE
* Getting new mails
* New message and unread msg would be highlighted
* After reading message,it would b seen inn normal form
* NEGATIVES
* Not getting new mails
* Not able to open mails
* Message is still highlighted after opening

Q40 POSITIVE AND NEGATIVE OF FLIPKART

* POSITIVE
* The cost and name of product is perfectly writtened
* Checking the discount for the product
* Verifying offers
* User is able to write pincode
* Product is able to moved to cart
* Product can be bought directly from buy now
* NEGATIVES
* Not showing any offers
* Not able to write pincode
* Add to cart nott working
* Buy now not working

Q41 TEST SCENARIO ON LIFT

Lift

1. When pressing on button,The button is not responding.so due to this,the lift is not usable.
2. Lift calling button is not working,so we cannot call lift and makes it unusable.
3. Lift’s light is not working so it is hard to use lift in dark.
4. Lift door is opening and closing as expected
5. There’s always need current floor indicator inside the lift to know the status of current floor
6. Lift material quality is must b as expected
7. must be able to visit all floors which is mentioned inside lift
8. The lift must visit the particular floor from where it get called.
9. When tapped on lift button from multiple floor..it must check the nearest floor to visit
10. Lift must be in working condition

Q42 PEN SCENARIO

1. Pen’s point is rough so it would not be good to write from that pen
2. While writing..it leaks ink so it can make our hands dirty
3. Pens point is broken so we cannot use it to write anything nd also spread ink everywhere
4. Shape of pen is not proper so it may hurt us while writing
5. Refill of pen is empty so we cannot write anything using it
6. Checking that the pen’s ink is waterproof or not
7. Pens body material quality should be good
8. Pen must not spread while writing
9. Checking by removing old refill and inserting new refill.
10. The content written by pen should be bright and readable by anyone.

Q43 PEN STAND SCENARIO

1. Checking the size and quality of the pen stand
2. Checking by putting multiple pens in the pen stand
3. Checking the capacity of the pen stand
4. Checking whether the pen stand is unbreakable or not
5. Checking the weight of the pen stand
6. Checking the shape of pen stand to see,it can hold pens or not.
7. Checking the material of the pen stand
8. Checking durability by doing toughness test
9. Checking the space consumption of the pen stand
10. Checking wheather the pen stand is usable or not.

Q44 SCENARIO OF ATM

* MACHINE MUST BE IN WORKING CONDITION
* TOUCH OF ATM MUST BE RESSPONSIVE
* BUTTON MUST BE IN WORKING CONDITION
* PIN MUST NOT BE VISIBLE WHILE TYPING
* Cash must be coming out from atm
* ATM’s Internal software must not be visible to user

Q45 SCENARIO OF WHATS APP GENERATE GROUP

* New group option must be clickable
* It must show the list of contacts,which is on whats app
* Contact must be selected by user
* There need a search bar to search the contacts
* Enter button must be in working condition

Q46 INSTA VC WITH FRIEND SCENARIO

* Vc option must be clickable
* User must be connected to the internet
* There must be option to switch from front cam to main cam
* There’s must need a option to end vc
* There must need timer which track the time of vc

Q47 WHATS APP PAYMENT SCENARIO

* Payment option must be clickable
* Active network connection required
* It must redirect user to bank portal page
* User must be able to input digit
* There’s must need indication to see the status of money

Q48 SCENARIO OF WRIST WATCH

* Watch must be in working condition
* Watch strap quality must be upto mark
* Checking ruggedness of the watch
* Checking wheater watch having any ip rating
* Glass must be of high quality

Q49 SCENARIO ON CHAIR

* Chair must not cause any back pain when sitting for long time.
* Chair must be of high quality
* Checking the height and weight of chair
* Checking that the chair is waterproof or not
* Checking the stability of chair
* Checking wheather the chair is foldable or not

Q50 SCENARIO OF DOOR

* Checking the color off the door
* Checking the quality of door
* Checking from where the door opens like,open inside,outside or both.
* Checking wheather door having lock or not
* checking the type of lock in door
* checking the durability of door
* checking wheather the door is smart door or normal door
* checking wheather the door is water proof or not
* checking wheather the door makes noice opening and closing

Q51 SCENARIO OF MICROWAVE OVEN

* checking that the produt powers on and is in working condition
* checking whether the food heats at ideal temperature
* verifying that the microwave support battery or not
* verifying that the display working as expected
* checking that the door of microwave opens and close without making any noice
* checking that timer onn microwave is working properly
* checking the working of all buttons are as expected or not
* checking by inserting different food items
* verifying touch panel wheater it is touchable or not
* checking by ssetting different settings

Q52 COFFEE VENDING MACHINE

* verifying that the product powers on and is in working condition
* checking the quality of the product
* checking the minimnum power requirements to run the device
* checking buttons of the product
* checking touch paell of the product
* checking wheater it is working as expected
* checking that powe button iss working or not
* checking the operating temperature of product
* checking ingrediants which is needed to make coffee