**Que:-What is software?**

Ans:- software is set of instructions and command to tells computer what to do.

**Que :- what is software testing?**

Ans:- software testing is process to identify its completeness, correctness and quality of the developed computer software.

**Que:- what is testing activity?**

Ans :- there are many activity in testing

1. Planning and Control
2. Choosing test conditions
3. Design test cases
4. Checking a results
5. Evaluating compilation criteria
6. Reporting test cases to developing software
7. Finalize and closer
8. Testing also include reviewing tests plans.

**Que :- what is objective of testing?**

Ans :- There are many objective of testing

1. Finding defects
2. Preventing defects
3. Gaining confidence to improve developing product quality
4. Statutory testing and dynamic testing both can be apply and finding defect

**Que:- 7 key principal of testing**

1. **Testing show the presence of defects**:- testing shows the presence of defects but can not prove that this product is 100 percent defect free.

Testing shows the defects are precent

1. **Exhaustive testing is impossible** :- that means you can not test all condition and all scenarios they have many results so this is time consuming , risk , and will make costly as well. For example one billing

software calculate taxes on final price than you can not check as on 500rs what amount tax deducted after same on 100,5000,2500 etc.

1. **Early testing** :- that means you should testing early as possible from reporting analysis face so you can reduce number of defects from the beginning.
2. **Defect clustering :-** that means you found 2 or 3 defects in a single module so maximum chance to found most the defects in those module defects are not clustered in hole system. In a simple word we can say that there are 80 present defects will found in a 20 percent module. Defects are not spread in a system. They are clustered.
3. **The pesticide paradox** :- that means once a tester find bugs on solve them after that minimum chance to find any bug so than you should revise your test document and than test on different module so you can find bug. For example Whatsapp version 2 test document can not working in version 4.
4. **Testing is context dependant** :- That means not all testing approaches work in each project. Some will in one environment , while others in other environments. For example in gaming software tester check how much load on the ram, how much ram required for run this software etc while in billing software tester check usability, convenience, bill processing load etc.
5. **Absence of error fallacy:-** That means in a software you does not find any error than you made some mistake so you should check the all requirement document so you can find defect.

**Que:- When to start testing?**

Ans:- Testing should start from starting required analysis faze so you can find defect and fix them while developing process.

**Que:- Why testing is necessary?**

Ans:- Testing is necessary be because we all make mistake. Some time defect found is unimportant while some are very dangerous and risky. Secondly, sometime human made mistake by his assumption so may be they go wrong so you should give your work other to check because other people are most likely to find mistakes.