Software Testing Assignment

# Module–1(Fundamental)

1. **What is SDLC**

**Ans**- SDLC is a structure imposed on the development of a software product that defines the process for planning, implementation, testing, documentation, deployment, and ongoing maintenance and support. There are a number of different development models. A Software Development Life Cycle is essentially a series of steps, or phases, that provide a model for the development and lifecycle management of an application or piece of software.

1. **What is software testing?**

**Ans**- Software Testing is a process used to identify the correctness, completeness, and quality of developed computer software. Test execution is only a part of testing, but not all of the testing activities Test activities exist before and after test execution

1. **What is agile methodology?**

**Ans**- Agile SDLC model is a combination of iterative and incremental process models with focus on process

adaptability and customer satisfaction by rapid delivery of working software product.

Agile Methods break the product into small incremental builds. These builds are provided in iterations.

Each iteration typically lasts from about one to three weeks.

* + - * **Pros: -** Good model for environments that change steadily.

Minimal rules, documentation easily employed.

Little or no planning required.

Easy to manage.

* + - * **Cons:** - More risk of sustainability, maintainability and extensibility.

Depends heavily on customer interaction, so if customer is not clear, team can be driven in the wrong

directions

Not suitable for handling complex dependencies.

1. **What is SRS**

**Ans**- A software requirements specification (SRS) is a complete description of the behavior of the system to

be developed.

It includes a set of use cases that describe all of the interactions that the users will have with the

software.

This standard describes possible structures, desirable contents, and qualities of a software requirements

specification.

1. **What is oops**

**Ans**-

* Identifying objects and assigning responsibilities to these objects.
* Objects communicate to other objects by sending messages.
* Messages are received by the methods of an object.
* An object is like a black box.
* The internal details are hidden.
* Objects of a program interact by sending messages to each other.

1. **Write Basic Concepts of oops**

**Ans-**

* Class
* Object
* Inheritance
* Polymorphism

Overloading

Overriding

* Abstraction
* Encapsulation

1. **What is object**

**Ans-** An "object" is anything to which a concept applies.

An object represents an individual, identifiable item, unit, or entity, either real or abstract, with a well-

defined role in the problem domain.

That is both data and function that operate on data are bundled as a unit called as object.

1. **What is class**

**Ans**- When you define a class, you define a blueprint for an object.

This doesn't actually define any data, but it does define what the class name means, that is, what an

object of the class will consist of and what operations can be performed on such an object.

A class represents an abstraction of the object and abstracts the properties and behavior of that object.

Class can be considered as the blueprint or definition or a template for an object and describes the

properties and behavior of that object, but without any actual existence.

An object is a particular instance of a class which has actual existence and there can be many objects (or

instances) for a class.

1. **What is encapsulation**

**Ans-** Encapsulation is placing the data and the functions that work on that data in the same place. While working with procedural languages, it is not always clear which functions work on which variables but object-oriented programming provides you framework to place the data and the relevant functions together in the same object.

Encapsulation is the practice of including in an object everything it needs hidden from other objects. The internal state is usually not accessible by other objects.

1. **What is inheritance**

**Ans-** Inheritance means that one class inherits the characteristics of another class. This is also called a

Relationship

1. What is polymorphism
2. Draw Use case on Online book shopping
3. Draw Use case on online bill payment system (paytm)
4. Write SDLC phases with basic introduction
5. Explain Phases of the waterfall model
6. Write phases of spiral model
7. Write agile manifesto principles
8. Explain working methodology of agile model and also write pros and cons.
9. Draw usecase on Online shopping product using COD.
10. Draw usecase on Online shopping product using payment gateway.