Manual Testing Questions - Seranmadevi

Happy Path testing/ Positive flow testing

Negative testing

Alpha

Beta

Verification

Validation

Difference between Defect, Error, Bug, Failure and Fault!

A mistake in coding is called Error, error found by tester is called Defect, defect accepted by development team then it is called Bug, build does not meet the requirements then it Is Failure."

Bug/Defect/Fault A flaw in a component or system that can cause the component or system to fail to perform its required function

Mistake/Error A human action that produces an incorrect result

Failure Deviation of the component or system from its expected delivery

Why does software have bugs?

(Miscommunication or no communication, Software complexity, Programming Errors, Changing requirements, Poorly documented code)

When to stop testing?

(Critical or Key Test cases, Testing budget of the project, Functional coverage, code coverage, meeting the client requirements, Defect detection rates)

Waterfall Model

Agile Methodology

Verification & validation model

SDLC Life cycle phases

STLC Life cycle phase

Bug life cycle

What kind of model you have worked on?

What testing tool have you worked on?

Explain about your project.

Functional Testing (It tests the functioning of the system or software)

Smoke

Sanity

Exploratory

Adhoc

Performance Testing throughput, availability, response time and capacity planning

Scalability Testing: in size or volume

Reliability Testing: arise because of certain repeated operations

Interoperability Testing: two or more interfaces / platforms

Localization Testing: its native language

Installation Testing:

Usability Testing:

Security Testing:

Recovery Testing:

Load Testing: maximum sustainable load the system can handle

Portability Testing various operating environments

Compatibility Testing: different infrastructure components. E.g. browsers, Operating Systems, or hardware

Black Box Testing

White Box testing

Backend Testing – data base testing- ETL testing - Extract/Transform/Load

UI testing – user interface testing

Different names of white box testing

Unit Testing

CIT

ST

SIT

UAT

Test case document

RTM?

Pesticide paradox

Test closure

Fields in Defect creation /Bug reporting template

Defect Life Cycle

Equivalence partitioning

Boundary value Analysis

Decision Table

State Transition

Scrum meetings

Test strategy and test plan difference.

Test Plan	Test Strategy
• A test plan for software project can be defined as a document that defines the scope, objective, approach and emphasis on a software testing effort	• Test strategy is a set of guidelines that explains test design and determines how testing needs to be done
• Components of Test plan include- Test plan id, features to be tested, test techniques, testing tasks, features pass or fail criteria, test deliverables, responsibilities, and schedule, etc.	• Components of Test strategy includes- objectives and scope, documentation formats, test processes, team reporting structure, client communication strategy, etc.
• Test plan is carried out by a testing manager or lead that describes how to test, when to test, who will test and what to test	• A test strategy is carried out by the project manager. It says what type of technique to follow and which module to test
• Test plan narrates about the specification	• Test strategy narrates about the general approaches
• Test plan can change	• Test strategy cannot be changed

Preconditions

Entry & Exit criteria

entry criteria defines the conditions to be satisfied in order for the testing to begin and exit criteria define the conditions that have to be satisfied in order to stop the testing. Both of these will be defined in the test plan

What are the documents involved in testing? Or how will you document testing process

Test Case design

Test strategy

Test Plan document

Test closure

Test Strategy and Test plan

Retest

Regression Test – To check because of the new changes existing functionalities are working fine or not

Alpha Test

Beta test

Entry and Exit criteria

Severity & Priority of defects

Severity	Priority
Severity is a parameter to denote the impact of a particular defect on the software.	Priority is a parameter to decide the order in which defects should be fixed.
Severity means how severe defect is affecting the functionality.	Priority means how fast defect has to be fixed.
Severity is related to the quality standard.	Priority is related to scheduling to resolve the problem.
Testing engineer decides the severity level of the defect.	Product manager decides the priorities of defects.

Test closure document

Defect Density

Defect density formula

Defect Density = Total Defect/Size

According to best practices, one defect per 1000 lines (LOC) is considered good. Such standard of defect density is called KLOC. The size of the software or code is expressed in Function Points (FP).

Systematic Customer Resolution Unraveling Meeting

Explain your role in your project

How many team members are there in your project?

Are you willing to work as an individual and take responsibility of user stories?

Are you willing to work as a team?

How will you make the developer to accept your defect?

How will you stand by your defect?

If a client gives you impossible target date, how will you convince/ communicate with the client?

Risk based approach

Critical test cases

Use case

Documents involved in ur project ->Requirement doc, Test plan, test strategy, Test case design, Test evidence, Test closure

Example for high severity & low priority defect

Example for low severity & high priority defect

Resume

Include Test management tool JIRA in your resume

Story of your project that you worked on