

Batch: B-2 **Roll No:-** 16010122151

Exp No: 5

Title: Identify the types of Tests needed in mini project & process of Deployment.

Objective: 1. To understand the testing process of the project.
2. To understand & explore process of deployment.

Expected Outcome of Experiment:

Course Outcome	After successful completion of the course students should be able to
CO 4	Implement and test the design as per mentioned specifications.

Books/ Journals/ Websites referred:

- 1.
- 2.
- 3.

Introduction:

Describe the need of this stage in project

Test cases are detailed instructions that outline the steps to be taken, conditions to be met, and expected results to be observed during software testing.

Test cases help ensure that software functions correctly, meets requirements, and performs as expected.

Covers all possible scenarios and conditions. Software testing is essential for ensuring the quality, reliability, and usability of software products.

By employing various testing techniques, tools, and best practices, teams can mitigate risks and deliver high-quality software to users.

Testing of User interfaces:

Test plan: Write 5 to 6 test cases

Test case	Description	Intended result	Actual result
Login entry	Username entered	Username should be filed	If entry is blank, give alert about error If correct, go to next field
Chatbot	On selecting ai, You can ask questions	It answers the question you ask	Sometimes the answers are not accurate
Login entry	Password entered	Correct password	Shows incorrect password
Sign up	User signs in	After signing up , The user should be able to log in	Sometimes on logging in, it shows the user has not signed in
Subscriptions	Plans for subscribing our chatbot for a monthly to yearly basis	User can subscribe to our plans	They are static

Tools: (Used for testing if any)

Tool	Description

Post Lab Activities (with reference to your tool):

1. Why testing is needed in the project management life cycle?

Ans) Testing is important in project management because it helps us make sure that everything we are working on is good quality and works as it should. It helps us catch any mistake early on, so we can fix them before they become a big problem. Overall, testing is like double-checking our work to make sure it's the best it can be