

Manual Testing Syllabus:

1. Introduction to Software Testing:

- Definition and importance of software testing.
- Different testing levels and types.
- Role of manual testing in the testing life cycle.

2. Basics of Testing:

- Understanding requirements and specifications.
- Test case design and execution.
- Defect life cycle and reporting.

3. Testing Techniques:

- Black-box testing.
- White-box testing.
- Grey-box testing.

4. Test Planning and Strategy:

- Developing a test plan.
- Defining testing scope and objectives.
- Risk analysis and mitigation strategies.

5. Test Execution:

- Test environment setup.
- Test data creation.
- Execution of test cases.

6. Defect Tracking and Reporting:

- Identifying and logging defects.
- Defect life cycle.
- Generating defect reports.

7. Testing Documentation:

- Creating test cases and test scripts.
- Test summary reports.
- Traceability matrix.

8. Quality Assurance:

- Importance of QA in the development process.
- QA methodologies and best practices.

9. Introduction to Automation Testing:

- Overview of automation testing.
- When to automate testing.

10. Practical Exercises and Case Studies:

Hands-on exercises for better understanding.
Case studies based on real-world scenarios.



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Manual testing –

Level 1- Manual Testing concepts

- What is software?
- Types of software
- What is Software testing
- What is software quality
- Project vs product
- Importance of testing
- Error, bug/defect, failure
- Why bug occurs
- SDLC
- STLC
- Types of Models – waterfall, spiral, V Model
- QA, QC, QE
- Static and dynamic testing
- Levels of software testing
- White box testing and black box testing
- Verification and validation
- System testing types
- GUI testing
- Functional and nonfunctional testing
- Test design technique
- Re testing, Regression testing
- Exploratory testing
- Adhoc testing
- Sanity and smoke testing
- End to end testing
- Use case, test scenario, test case
- Test environment and test execution
- Defect reporting
- Test closure
- Test metrics



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Level 2 - Software testing projects –

- Project intro
- Understanding functional requirements from frs
- Creating test scenario
- Creating test cases
- Test execution
- Bug reporting and tracking
- Test sign off

Level 3 - Agile testing + Jira tool

Agile /scrum process

- What is Agile
- What is scrum /scrum testing
- What is sprint
- What is user story
- How to give story point/ how to estimate story point
- Definition of done definition of ready
- Different sprint activities
- Sprint planning/backlog refinement/sprint review/sprint retrospective

Jira tool

- How to install and configure Jira tool
- How to create on Epic/user stories in Jira
- Creating sprint in Jira
- Sprint life cycle in Jira
- Backlog in Jira
- Creating bugs in Jira
- How to write test case in Jira with zephyr plugin?
- Creating test cycles and execute test case in Jira

Level 4 - Mobile testing

Introduction to Mobile Testing

What is Mobile Testing?

Why is Mobile Testing Important?

What Do You Need to Know to Be a Good Mobile Tester?

Mobile Application SDLC

Mobile Application Types

Mobile Web

Native Apps

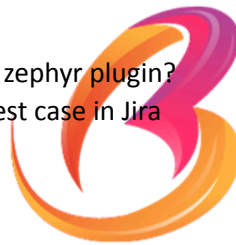
Developer Tools

Mobile Test Strategy and Planning

Level 5 – Database (Basic)

Level 6 – API (Basic)

- What is API testing?
- What is API?
- How do APIs work?
- Types of API testing?
- What protocols can be tested using API Testing
- Different types of status code



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Resume Building and Mock up interview

Improvement session –

1. QUIZ /exercise after every class.
 2. Group Discussion
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2 Projects - 1 Live and 1 Assessment

After course –

1. You will get interview questions.
2. Certificates of course completion
3. Lifetime Support
4. Intensive interview preparation
5. Building a Resume, Conducting Mock Interviews, Preparing for Interviews



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