

#### SHORT-TERMINTERNSHIP



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#### Acknowledgements

\* I would sincerely like to thank APSCHE

for providing me with this short term internship

which helped me to gain practical experience and

knowledge about software testing automation

> I would like to thank our respected principal

sir Dr. Cr.s.Is chakvaranthy for giving this

wonderful opportunity

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-> I would like to thank own claw leacher
Santhoch &iv and own head of the department
I. Hymovathi marn for beginning a wonderful
mentor throughout own project.

-> I thank almighty I god , my parients and my briends without cohose help this project would not have been completed.

#### Contents

- 1: EXECUTIVE SUMMARY
- 2: OVERVIEW OF THE ORGANIZATION
- 3: INTERNSHIP PART
- 4: ACTIVITY LOG FOR THE EIGHT WEEKS
- 5: WEEKLY REPORTS
- **6: OUTCOMES DESCRIPTION**
- 7: Student Self Evaluation of the Short-Term Internship
- 8: Evaluation by the Supervisor of the Intern Organization
- 9: PHOTOS & VIDEO LINKS
- 10: ASSESSMENT STATEMENT

#### CHAPTER-1: - Executive Summary

\* Learning objectives :-

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- -> Leaven how to obtain clean 1 process and transform Automation testing.
- -> Learn how to appropriate tests on the Katalon
- -> Learned how to perform test explorers in the Katalon Studio as well as scripts, results and code in the testing
- -> Leavned how to perform well in group
- -> Learned how to interpet testing effectively to audience visually and in written formal
- \* Learning out comes :-
- -> Developing relevant programming abilities
- -> Abilities to build and perform tests based on models
- -> Able to create some test explorers
- \* Summary of Intership Activities:
- -> Attending live training reutons and project sessions
- -> Selection of topic "facebook" and gathering cleansing 141x related data in excel.
- -> Team formation and assignment of tasks to team members.
- -> I have done some activities during my internable such as gathering a organizing.

## CHAPTER - 02: - Overview of the Organization

- \* "Smoot Interns" is a platform that offers virtual internship to the students. The platform goal is to prepare students for job and by establishing relations
- \* Smoot interns" is in mission to build technology communities in academic to encourage students towards innovation, they are trained of thousands of Audents
- \* "Smoot Interns" steelinist acreu to interne who are not treshicked in APSCHE.LMS. They want to maintain a trespectful environment with everyone
- \* It employed many people and has a good performance in terms of moulcet value
- \* Roler of employees are to audist and contributes
  to the team
- \* Smoot Interns main objective is to bridge existing appropriate prevailing and offer suitable skill development
- \* In a musion to build bechnology communities in academic to encourage students towards innovation and enterprenerurship.

### CHAPTER - 03 - Internalip Part

Internships are valuable way to gain newfound knowledge. This internship is a university provided internship it is a paid internship which is structured and with a learning process. Registration I registering in MPSCHE emart interns & enousling for smooth bridges software testing automatton i.e live training cessions as per schedule. This is the main interse of the smoot interns organization.

#### SKILLS :-

- \* Automating resting and preparation
- \* Testing results
- \* Creating visualization neports
- \* Creating visualization demo
- \* web Integration on project
- \* Preparation of the Anal report
- \* Hodibying test explorers
- \* Submillion of team Project

#### **ACTIVITY LOG FOR THE FIRST WEEK**

| Day<br>&<br>Date | Brief description of the daily activity                  | Learning Outcome                                  | Person In-<br>Charge<br>Signature |
|------------------|--|---|-----------------------------------|
| Day - 1          | Fundamentals of<br>Software Lesting                      | We have<br>learned about<br>the SDLC              |                                   |
| Day - 2          | Requirements of the<br>Software development<br>life lyde | We have learned<br>the requirements               |                                   |
| Day - 3          | levels of testing  | we learned the levels of testing                  |                                   |
| Day -4           | eystem and acceptance<br>testing                         | We have<br>leavned about<br>the system<br>lesting |                                   |
| Day – 5          | About smoke testing<br>sanity testing                    | we have learned about emole & Canity testing      |                                   |
| Day -6           | Explanation on the acceptance testing                    | We have learned about acceptance fashing          |                                   |

## WEEKLY REPORT WEEK-1 (From Dt. 317124 to Dt. 57104....)

| Objective of the Activity Done: Introduction about | SDLC            |
|--|-----------------|
| Detailed Report: goftware development life 4       | jcle idesembes  |
| that the requirements, analysis and des            | Ign - This Is   |
| done in the Black box and white box he             | shing. They     |
| have described about maintenance colu              | ich means       |
| after deployment the software enters               | the maintanence |
| phase where It is updating and modify!             |                 |
| bugs improves performance or add neu               |                 |
| as requires.                                       |                 |
| Levels of Kesting: - Unit testing, Integrat        | tion kesting,   |
| System testing, Acceptance testing.                |                 |
| There levels of testing says about Inde            |                 |
| components of Renettons of the suffuers            | isolation.      |
| This phase tests the interactions between          | Integrated      |
| modules or components                              |                 |
| System testing completes the integrated s          | vHuane          |
| System to verify that It meets the specific        | ed requiremen   |
| worducted to determine it the nottwart             | e meets the     |
| business and about user aneptance                  | testing         |
| 9+ hollows systematically and in                   | sprove the      |
| quality realiabity and effectiven                  | eu              |

### ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity     | Learning Outcome                               | Person In-<br>Charge<br>Signature |
|------------------|---|--|-----------------------------------|
| Day – 1          | Explanation on the the sanity testing       | about the santy testings                       |                                   |
| Day - 2          | Explained about<br>formal testing           | we have learned the multiple bornal testing    |                                   |
| Day - 3          | Steps for formal testing                    | We have learned about steps on formal Kesting  |                                   |
| Day - 4          | Explained on software<br>testing like cycle | we have learned<br>STLC process                |                                   |
| Day - 5          | Explained the test<br>planning & Activities | We leavened the test planning and Deliverables |                                   |
| Day -6           | Described about the rest plan IEEE Rormat   | we have loorned<br>the test plan<br>formad     |                                   |

### WEEKLY REPORT WEEK-1 (From Dt. 8 | 3 | 2 4 to Dt. 19 | 3 | 2 4 ........................)

| bjective of the | ne Activity Done: Introduction on the formal testing |
|-----------------|--|
| etailed Repo    | nt: Informat besting nepers to the besting           |
|                 | Hat do not follow a shuctured or formal              |
| testina         | Process - 87 gives the quick - feed back and         |
|                 | identifies the software eychems                      |
| Porforma        | nce lesting is a critical aspect of software         |
| quality         | ayuvance that former on Evaluating how an            |
| andicatio       | n performs under various Conditions - Load           |
| Joshina         | which aueses the application forformance under       |
| anonhed         | load Conditions.                                     |
| Conduct         | ly increase the boad until the cyclem tails          |
| On Par          | formance degrades significantly - Spike testing      |
| which I         | ests the applications neartion to sudden, extreme    |
| Lunvonie        | In lead.   |
| 0 1             | rece feeling is essential for ensuring that          |
| 12 11.          | time can handle expected and unexpected logar        |
| allinian        | His maintaining user satisfaction and                |
| MANAVA          | though stability and arroyate summanion              |
| 0/ 91           | eal world had Conditions Can be                      |
|                 | elenging.  |
| 3 13 3 3        |  |

### ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity                   | Learning Outcome                                     | Person In-<br>Charge<br>Signature |
|------------------|---|--|-----------------------------------|
| Day - 1          | Explained about the Informal testing                      | We have learned about informal testing               |                                   |
| Day - 2          | Described about<br>different types of<br>informal testing | We have learned<br>different types                   |                                   |
| Day - 3          | Explained the types of<br>Performance testing             | we have learned about performance<br>Lesting         |                                   |
| Day -4           | erplained how to we<br>RevArmance testing                 | We have borned about activity on Rexbormance resting |                                   |
| Day – 5          | Explained about the applies and Endwance testing          | we have learned about the optime quante festing      |                                   |
| Day -6           | Discussed the question and answer on the informal testing | we have loomed about Queshion q answers              |                                   |

## WEEKLY REPORT WEEK-1 (From Dt. 15/3/21 to Dt. 19/3/24 )

| Objective of the Activity Done: About the Informal Testing      |     |
|---|-----|
| Detailed Report: Informal testing repers to the testing artivit | ies |
| that do not follow a smutwied or formal testing                 | 1   |
| process. It gives the quick feedback and quickly                |     |
| identifies the software systems.                                |     |
| Performance lesting is a mitical aspect of software             |     |
| quality answance that focuse on Galuating how an                |     |
|   |     |
| application performs under various conditions hoad              |     |
| testing which Avenes the application performance and            | les |
| expected load Conditions.                                       |     |
| Crodually increase the load until the Richem Pails on           |     |
| Performance degrades significantly. Spike testing which tes     | 1s  |
| the applications reaction to sudden, extreme increases in       |     |
| toad. Performance desting is essential for Eusuring             |     |
| that applications can handle expected and                       |     |
| unexpected boads efficiently maintaining user                   |     |
| satisfaction and operational stability and                      |     |
| accurate of mulation of real would load                         |     |
|   |     |
| Conditions Can be challenging                                   |     |
|   |     |
|   |     |
|   |     |

ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity                   | Learning Outcome                                      | Person In-<br>Charge<br>Signature |
|------------------|---|---|-----------------------------------|
| Day – 1          | Explained about user Interface and won-functional Kesting | we have<br>learned about<br>non-hunctional<br>teshing |                                   |
| Day - 2          | Explained about monkey teshing                            | we have learned about monkey testing                  |                                   |
| Day - 3          | Explained about the wer screen testing                    | We have learned about wer seveen testing              |                                   |
| Day - 4          | Explained about the usability testing                     | we have learned about mability testing                |                                   |
| Day - 5          | Explained about non functional testing                    | we have learnt about functional testing               |                                   |
| Day –6           | Explained about the Compatibility testing                 | We have learnt<br>the compatibility<br>testing.       |                                   |

# WEEKLY REPORT WEEK-1 (From Dt. 24/3/24to Dt. 26/3/24 )

| of the non functional king in software testing automation  Oay 1: Overview of non-functional testing, keys and non-functional Aspects and their scalability and Compatibility. Day 2. on the Concept of the monkey testing which means the random approach to software testing by inputting trandom approach to software testing by inputting trandom approach to software testing by inputting trandom data or performing unpredictable actions. Day 3 about the Concept of user screen toining also known as were interface this Intended across various dices and scravies. Day if we have learned the usability testing concepts which evaluate a froduct by testing that how functional testing uses in Software testing and validates whother the application performs it's functions as inkended based on tegrity ements.  Day i we have learnt that Compatibility testing and these uses and explained the auxiliary testing | Objective of the Activity Done:                          |
|--|--|
| of the non functional kesting in software hesting automation  Cay 1: overview of non-functional kesting, keys and non-functional superts and their scalability and compatibility. Day 2. on the concept of the monkey testing which means the random approach to software testing by inputting trandom approach to software testing by inputting trandom data or performing unpredictable actions. Day 2 about the concept of user screen leiving also known as were interface this intended across a various divices and scenarios. Day if we have learned the usability testing concepts which evaluate a freduct by testing that how functional testing uses in Software testing and validates whether the application performs it & functions as intended based on the agreements.  Day so we have learned that Compatibility testing  | Detailed Report: Our Pour the week was about the concent |
| Day 1: Overview of non-hunctional kesting, keys and non-hunctional Aspects and their scalability and Compatibility. Day I on the Concept of the monkey testing which means the random approach to software testing by inputting trandom approach to software testing by inputting trandom approach to software testing by inputting trandom data or performing unpredictable actions. Day 3 about the concept of wer seven testing also known as were interface this intended across various drices and scranios. Day if we have learned the usability testing concepts which evaluate a product by testing that how functional testing uses in Software testing and validates whether the application performs it's bunctions as intended based on tregular ments.  Day 8: We have learnt that Compatibility testing  | of the non functional testing in software Lesting        |
| compatibility. Day I on the Concept of the mankey testing which means the random approach to software testing by inputting trandom approach to software testing by inputting trandom approach to software testing by inputting trandom data or performing unpredictable actions. Day I about the loncept of user sever testing also known as user interface this Intended across various drices and scenarios. Day I we have learned the usability testing concepts which evaluate a freduct by testing that how functional testing uses in software testing and vakidates whother the application performs it's functions as intended based on the acquirements.  | automation   |
| Compatibility. Day 3. on the loncept of the mankey lesting which means the evandom approach to software testing by inputting evandom approach to software kesting by inputting evandom data or performing unpredictable actions. Day 3 about the loncept of user severn beining also known as user interface this Intended across various drives and scenarios. Day if we have learned the usability testing concepts which evaluate a product by testing that how functional testing uses in software testing and valuates whether the application performs it's functions as intended based on requirements.  Day 8: we have learnt that Compatibility testing   | Cay 1: overview of non-hunctional kesting, keys and      |
| testing by inputting trandom approach to software testing by inputting trandom approach to software testing by inputting trandom data or performing unpredictable actions. Day 3 about the lonerpt of user screen testing also known as user interface this Intended across various drives and scenarios. Day If we have learned the usability testing concepts which evaluate a Product by testing that how functional testing uses in Software testing and validates whother the application performs it a functions as intended based on the agent to be a seen to the compatibility testing.   |  |
| kesting by inputting trandom approach to software  testing by inputting trandom data or performing unpredictable actions. Day 3 about the loncept of user  severn beining also known as were interface this Intended across various devices and scenarios. Day II we have learned the usability testing concepts which evaluate a  Product by testing that how functional testing uses in Software testing and validates whother the application performs it's functions as intended based on  trequirements.  Day 8: we have learnt that Compatibility testing  | Compatibility. Day 2. on the Concept of the monkey       |
| Lesting by inputting random data or performing unpredictable actions. Day 3 about the loncept of user severn beining also known as were interface this Intended across various drices and scenarios. Day if we have learned the asability testing concepts which evaluate a broduct by testing that how functional testing uses in Software testing and valuidates whother the application performs its functions as intended based on progrutements.  Day of we have learnt that Compatibility testing  | testing which means the sandom approach to software      |
| Lesting by inputting random data or performing unpredictable actions. Day 3 about the loncept of user severn beining also known as were interface this Intended across various drices and scenarios. Day if we have learned the asability testing concepts which evaluate a broduct by testing that how functional testing uses in Software testing and valuidates whother the application performs its functions as intended based on progrutements.  Day of we have learnt that Compatibility testing  | testing by inputting standom approach to software        |
| screen teiring also known as were interface this Intended across various drices and scenarios. Day if we have learned the usability testing concepts which evaluate a product by testing that how functional testing uses in Software testing and valuidates whother the application performs it's functions as intended based on prequirements.  Day & : we have learnt that Compatibility testing  |  |
| learned the usability testing concepts which evaluate a froduct by testing that how functional testing uses in Software testing and valuidates whother the application performs it's functions as intended based on brequirements.  Day 1: We have learnt that Compatibility testing   | unpredictable actions. Day 3 about the concept of user   |
| learned the usability testing concepts which evaluate a broduct by testing that how functional testing uses in Software testing and valuidates whether the application performs it's functions as intended based on brequirements.  Day o: we have learnt that Compatibility testing   | screen testing also known as mer interface this Intended |
| Product by Lesting that how functional testing uses in Software testing and valuidates whother the application performs it's functions as intended based on sequirements.  Day o : we have learnt that Compatibility testing   | acrors various drices and scenarios. Day H we have       |
| Software testing and valuidates whother the application performs it's functions as intended based on brequirements.  Day o : we have loarn't that Compatibility testing  | learned the usability testing concepts which evaluate a  |
| performs it's functions as intended based on sequirements.  Day o: we have loarn't that Compatibility testing  | Product by Kesting Host how functional Kesting uses in   |
| performs it's functions as intended based on sequirements.  Day o: we have loarnt that Compatibility testing   | Software testing and valudates whother the application   |
| Day o : We have loarnt that Compatibility testing  |  |
| Day & : we have loarnt that Compatibility testing and their uses and explained the Queries   | diequirements.   |
| and their uses and explained the Quercies  | Day & : We have loarnt that Compatibility testing        |
|  | and their uses and explained the Aueries                 |
|  |  |

ACTIVITY LOG FOR THE PHRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity                     | Learning Outcome  | Person In-<br>Charge<br>Signature |
|------------------|---|---|-----------------------------------|
| Day – 1          | Explained the inhoduction on the software teshing and tools | we have learnt<br>about the<br>software and<br>took     |                                   |
| Day - 2          | Explained the albalization sesting                          | We have learnt<br>about the<br>a labalisting<br>testing |                                   |
| Day - 3          | Described about the<br>Recovery testing                     | we have learnt about 910 covers texting                 |                                   |
| Day - 4          | explained on the topic of test analysis                     | we have<br>learned on the<br>test analysis              |                                   |
| Day – 5          | Explained about the avaphical user interface tools          | we have learnt<br>about the<br>CIVI. tools              |                                   |
| Day-6            | Soplained about the<br>SRS IFRS test<br>design              | We have leavent<br>the BRS/FRS                          |                                   |

## WEEKLY REPORT WEEK-1 (From Dt. 29 2 2 2 to Dt. 28 24 )

| Detailed Report: Own Airth week has discussed on the Software testing and the took and their uses Day 1: Testing tooks are designed to automatic and facilitate various aspects of Software testing. They how automation book like selevium, applium, etc.: Day 2: have discussed the glabalizating and localization of testing colich describes the users to give culture or   |
|---|
| Software testing and the took and their uses Day 1:<br>Testing took are designed to automatic and lacilitate<br>various aspects of software testing. They how<br>automation both like selevium, applium, etc: Day 2:<br>have discussed the glabalizating and localization of  |
| Testing took are designed to automatic and lacilitate various aspects of software testing. They how automation both like selevium, applium, etc.: Day 2: have discussed the glabalizating and localization of   |
| various aspects of software testing. They how automation both like selevium, applium, etc: Day 2: have discussed the glabalizating and localization of  |
| automation both like selevium, applium, etc: Day 2: have discussed the glabalizating and localization of  |
| have discussed the glabalizating and localization of  |
|   |
| The day of |
| local and deleter Pokertial Problems Day 3: - Recovery  |
| testing which assess how usell an application can   |
| recover from Grashes or unexpected Errors. It involves  |
| failures & Interruptions Day 4: Discussed about the test  |
| analysis we learnt that identifying kest bees and   |
| Ensuring that olign with Software specifications  |
| Days: - Gov VI which is a visual part of an   |
| applications allows to interact thorough graphical  |
| clementa like buttons, icons  |
| Day 6: - We have lowed that the test design   |
| involves creating test cases based on documented  |
| and Runctionalities criteria  |

ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity                           | Learning Outcome                                      | Person In-<br>Charge<br>Signature |
|------------------|---|---|-----------------------------------|
| Day - 1          | Requirement trace ability matrix                                  | we have learnt<br>the RTM                             |                                   |
| Day - 2          | Ois aured about the<br>Software automation<br>Project             | we have learnt about project                          |                                   |
| Day - 3          | Oreate the test Cases   | we have heated<br>the heat bases                      |                                   |
| Day - 4          | Septained about the both test Cases I Stenanion                   | on the scenarios                                      |                                   |
| Day – 5          | Explained about the automation testing advantages a disadvantages | we have learnt<br>on the advantages<br>Edisadvantages |                                   |
| Day –6           | Brie F Explanation on<br>the test Execution                       | about coffuence lest Execution                        |                                   |

## WEEKLY REPORT WEEK-1 (From Dt \$ 8 04 to Dt 9 18 24 )

| Objective of the | Activity Done:                                 |
|------------------|--|
| Detailed Report: | Down links week they have discussed the        |
| Jequirems        | ent braceability matrix and detail about       |
| the proje        |  |
| Day 1:           | A requirement bareability matrix tracks        |
|                  | wrement . Howard the Lesting Process . Enswing |
|                  | imments are covered in lest-Cases              |
|                  | y have discussed the suffmance automation      |
| Project Day      | 13- They have discussed the lest Causes in     |
|                  | lation & explained. The test scenarios in      |
|                  | rel sheet. Day 4 - The test Cases and          |
|                  | enorios our run in the Katalon they            |
|                  | whiled the lest Cases id. Day 5 - we have      |
|                  | the automation testing which increases         |
|                  | icieny Provides ocesulta supporta              |
|                  | and donot have high initial setup lost,        |
|                  | maintanence of Fest scripts                    |
|                  | They have discussed the best execution         |
|                  | . Feet lases and fest ecenarios in the         |
| Katalo           |  |
|                  |  |
|                  |  |

### ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity            | Learning Outcome                                  | Person In-<br>Charge<br>Signature |
|------------------|--|---|-----------------------------------|
| Day - 1          | Oisumed on the Areparing test data                 | we have learnt<br>the test data                   |                                   |
| Day - 2          | Discovered about the test Description              | We have loamt<br>Les tolescription                |                                   |
| Day – 3          | Explained the scunning of the test lases           | We have sun<br>the test<br>Gues                   |                                   |
| Day -4           | of formation of team members                       | selection of feam<br>leads and<br>team<br>members |                                   |
| Day – 5          | Eplained the different<br>topica in the<br>Project | wa andewtood about the hopic at focebook          |                                   |
| Day -6           | explained the concept<br>of the total project      | we have learnt the project                        |                                   |

# WEEKLY REPORT WEEK-1 (From Dt 19/8/24 to Dt 16/8/24 )

| Objective of the Activity Done:                  |          |
|--|----------|
|  |          |
| On the Seventh week commensed with               | h the    |
| formation and learn leads and learn member       | s- We    |
| have count the test description outlines the of  | bjective |
| scope and specifies of test case including as    | hat      |
| will be tested the test conditions. The way a    | ve       |
| have run the lest case and lest case id a        |          |
| they have formed a team and selection of to      |          |
| by the team members and we learnt total          | 7.1      |
| on the topic which have explained in the 10      | -        |
| we have done the total proces of dishibuting     |          |
| oresponsibilities of project and assinging mole  |          |
| tasks to every person in the team based of       |          |
| individual strength, interest skills in software |          |
| automation testing on the Pace book we have      |          |
| discussed the project that how to sun the        |          |
| Lest Cases and Process of uploading about the    |          |
| Project. The description have been , weated i    |          |
| excel sheet and Completed Hat Prepar             |          |
| of Excel sheets.                                 | 7        |
|  |          |
|  |          |

ACTIVITY LOG FOR THE FIRST WEEK

| Day<br>&<br>Date | Brief description of the daily activity             | Learning Outcome                                 | Person In-<br>Charge<br>Signature |
|------------------|---|--|-----------------------------------|
| Day - 1          | Creation of the story Report on student Performance | Created Katalon, story on Rocebook               |                                   |
| Day - 2          | about test suites and listeners.                    | test swites a test<br>listenery in the<br>file   |                                   |
| Day - 3          | Occurred the video demonstration on the Project     | Created video<br>demonstration on<br>the troject |                                   |
| Day – 4          | Project support withing                             | Orafting the<br>Biral support                    |                                   |
| Day – 5          | of the project in the                               | Created the 911 kub linky                        |                                   |
| Day-6            | Project report<br>finalization and<br>conclusion    | Conclusion and Submitation of Binal prepart      |                                   |

# WEEKLY REPORT WEEK-1 (From Dt. 1918)29 to Dt ... 93 18 12 9 ...)

| Objective of the A   | activity Done:                             |
|--|--|
| Detailed Report:   | On the final week of own short term        |
| Internship   | Program use began corriing on Project on   |
| hopic ship   | lent . Each team members contributed and   |
|  | their assigned Parks - Eusuring the        |
|  | at Power point Presentation and voice over |
|  | created github and created there our       |
|  | Mahorated in the github suspectiony along  |
| with the   | google links for the video demo in the     |
| both got   | kub and Apsette Smart Interny-viden        |
| domonsha   | ion with voice giving inright into the     |
| project de   | uskal deliverables accomplished and        |
|  | summershally. Therefore enturing the       |
|  | Completion in the Katalon and have to      |
| The state of the s | the github reportiony colich illustrates   |
|  | elation between shidonts academic          |
|  | ce. Finally cure have Concluded that       |
|  | eject and prepared the final support       |
|  | our mentor for recipitation and            |
| Subi   | win ion ·                                  |
|  |  |

#### **CHAPTER 6: OUTCOMES DESCRIPTION**

Describe the work environment you have experienced (in terms of people interactions, facilities available and maintenance, clarity of job roles, protocols, procedures, processes, discipline, time management, harmonious relationships, socialization, mutual support and teamwork, motivation, space and ventilation, etc.)

#### to Description of work Environment s-

The internalip of smoot bridge has been a transformative experience, equipping me with practical SKIIIs in the software Automation and deep undoutanding of the project on Facebook. The hands on experience and exposure to real world Projects has not only showpened my technical skills and project maragement skills. The work environment Rockered a collaborative atmosphere with well defined protocols and shuctural procedures. The facilitatives were equipped with necessary tools for software Automation testing. Tram members exhibited meetual support and learnwork, contributing to a harmonious relationship were all the Internalip provided a Comprehendre experience In software automation testing within a wellorganized and supportive work environment

Describe the real time technical skills you have acquired (in terms of the job-related skills and hands on experience)

- \* Description of the technical skills Acquired:
- · Automotion framework: Proficient in designing, developing and maintaining scalable and scobust test automation frameworks using selenium
- -> spulls acquired ; strong understanding of objectoriented programming, secuable components.
- experience in writing test scripts in programming languages such as Java, java script.
  - -> skills arguired: Deepened knowledge of debugging, cock optimization and proficiency in using version Control systems wilke but.
  - · Continuous integration :-

Integrating automated test into CIICO pipelines, ensuring that tests are automatically own with each code commit. Familiarity with jenkins and github.

-> skulls acquired: Enhanced understanding of develops practices and seamless integration.

Describe the managerial skills you have acquired (in terms of planning, leadership, team work, behaviour, workmanship, productive use of time, weekly improvement in competencies, goal setting, decision making, performance analysis, etc.

- \* Description of the Managerial skulls acquired
- · Strategic planning & organization: Leading the planning and organization of the automation projects
- -> 8 Kills: allocate resources efficiently, improved managing complex projects
- · Leadership and Team management: Hanaging a team of automation Engineers, providing direction, support and mentorship
- -> Skills: Developed shrong leadership qualities, inspire
  the team, suspive conflicts.
- effective Communication: Communicating project goals, updates and challenges to stakeholders, modust managers.

-> Skills: - Refined Communication skills, improved active listening.

- Decision making and Problem solving: Haking evitical decision related to test strategies tool selection and susperies allocation solving complex problems during project.
- -> BKILLS: Strengthened decision making skills; praticularly in high previous situations

Describe how you could improve your communication skills (in terms of improvement in oral communication, written communication, conversational abilities, confidence levels while communicating, anxiety management, understanding others, getting understood by others, extempore speech, ability to articulate the key points, closing the conversation, maintaining niceties and protocols, greeting, thanking and appreciating others, etc.,)

\* Description of Communication skills Acquired:

· Oval Communication: - From on truly understanding the speaker before responding

-> Aractice Active listening

-> Join Public speaking

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· Conversational abilities of Proetice amountalk With colleagues to build better relationships and ease into move formal conversations.

-> Engage in small Talk

-> Ask open - ended questions

· Confidence levels: The better you understand the subject the move confident you'll be when discussing it.

-> Positive visualization

-> Prepare Thoroughly

extempore speech ability: - engage in imprompt speaking where use must discuss a standom topic for a few minutes

-> stay Informed

-> Pause before speaking

- Anxiety Management: - use CBT methods to challenge negative thoughts and reduce anxiety related the Communications -> From on message

-> Cognitive behavioural Tachniques

Describe how could you could enhance your abilities in group discussions, participation in teams, contribution as a team member, leading a team/activity.

Reflecting on my experience in data of software testing automation at smoothinge interne, give identified key areas for enhancing my abilities in group discussions team participants and leadership.

To improve my contributions in group discussions, I'm actively tuken to others, ask in sightful questions, and share my opinions, perpectives clearly and elifectively. As a kear lead of plan to shrengthen collaboration by pro-actively objecting support to my fechnical skills and embracing different view points of kears members, clarifying points when to contribute and clear and concise. After discussions ask for feedback brown the kears to identify need it whether it's through showing troubledge, assisting with tasks, or simply opposing encouragements proactive in communicating your ideas, progress and any challenges you face it.

- \* Description of Digital technologies
- · AI and machine learning in automation: The Integration of AI and machine learning into test automation has been a significant development. There technologies oreduce time spent on maidaining test scripts.
- · Security testing: with the increasing importance of security new tools and fechniques have emerged for automating security testing such as ZAP and static analysis
- · Test automation frame works & tools: The development of more sophisticated test automation tools improved the efficiency and reliability of automated testing. For example took like Cypreu, playwight and seleviem.
- \* Continous Deployment: The Adoption of CD pipelines has streamlined the development and testing Process. Tools like jenkins, crittab CI and Aws code pipeline
- · Cloud based testing: cloud computing has transformed how testing Environments are managed platforms like Aws, Device Forms, Browser Stack and Cross platform testing directly in the cloud.

#### **PHOTOS & VIDEO LINKS**















