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| **Q.** | **What is Testing?** |
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| **Ans.** | **Software Testing is a process used to identify the correctness, completeness, and quality of developed computer software.** |
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| **Q.** | **Testing Activities** |
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| **Ans.** | * **Planning and control** |
|  | * **Choosing test conditions** |
|  | * **Designing test cases** |
|  | * **Checking results** |
|  | * **Evaluating completion criteria** |
|  | * **Reporting on the testing process and system under test** |
|  | * **Finalizing** |
|  | * **Testing also includes reviewing of documents** |
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| **Q.** | **Test Objectives** |
|  |  |
| **Ans.** | * **Finding defects** |
|  | * **Gaining confidence in and providing information about the level of quality** |
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| **Q.** | **When to test ?** |
|  |  |
| **Ans.** | **It is always better to involve the Testing team right from the beginning of the Requirement Analysis phase.** |
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| **Q.** | **Why Testing is Necessary?** |
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| **Ans.** | * **Testing is necessary because we all make mistakes.** |
|  | * **Some of those mistakes are unimportant, but some of them are expensive or dangerous.** |
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| **Q.** | **When to stop software testing ?** |
|  |  |
| **Ans.** | * **All the high priority bugs are fixed.** |
|  | * **The testing budget is exhausted.** |
|  | * **The project duration is completed.** |
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| **Q.** | **7 Key Principle** |
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| **Ans.** | 1. **Testing shows presence of Defects** |
|  | 1. **Exhaustive Testing is Impossible!** |
|  | 1. **Early Testing** |
|  | 1. **Defect Clustering** |
|  | 1. **The Pesticide Paradox** |
|  | 1. **Testing is Context Dependent** |
|  | 1. **Absence of Errors Fallacy** |
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| **Q.** | **What is Product?** |
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| **Ans.** | * **It is the manufacture of the project for users.** |
|  | * **Product is the final production of the project.** |
|  | * **It is handled by the product managers.** |
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| **Q.** | **What is Project?** |
|  |  |
| **Ans.** | * **It is handled by the project managers.** |
|  | * **project makes for get a new softwere.** |
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| **Q.** | **Software Architecture** |
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| **Ans.** | 1. **One Tier Architecture**   **Client handles all Layer in single system package.** |
|  | 1. **Two Tier Architecture**   **Client handles both presentation and application layer and system server handles data layer.** |
|  | 1. **Three Tier Architecture**   **Client handles presentation layer, application server handles application layer and system server handles data layer.** |
|  | 1. **N-Tier Architecture**   **It is similar to the three tier architecture but the number of application server is increased and represented in the individual tier.** |
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| **Q.** | **System Environments.** |
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| **Ans.** | 1. **Dev** |
|  | 1. **QA** |
|  | 1. **UAT** |
|  | 1. **Production** |
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| **Q.** | **SDLC (Software Development Life Cycle) Phases.** |
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| **Ans.** | **Requirements Collection/Gathering**  **Analysis**  **Design**  **Implementation**  **Testing**  **Maintenance** |

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| **Q.** | **Maintenance Phases.** |
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| **Ans.** | 1. **Corrective maintenance** |
|  | 1. **Adaptive maintenance** |
|  | 1. **Perfective Maintenance** |
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| **Q.** | **Software Testing Methodologies** |
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| **Ans.** | * **Waterfall Model** |
|  | * **Interative & Increamental Model** |
|  | * **Spiral Model** |
|  | * **Agile Model** |
|  | * **Use Case** |
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| **Q.** | **Requirement Gathering** |
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| **Ans.** | 1. **Lack of clarity** |
|  | 1. **Requirements confusion** |
|  | 1. **Requirements Amalgamation** |
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| **Q.** | **Waterfall Model** |
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| **Ans.** | **Requirements Collection/Gathering**  **Analysis**  **Design**  **Implementation**  **Testing**  **Maintenance** |
|  |  |
| **Q.** | **When Waterfall Model to use?** |
|  |  |
| **Ans.** | 1. **Requirements are very well documented, clear and fixed.** |
|  | 1. **The project is short.** |
|  |  |
|  | **Waterfall Model** |
|  | |  |  | | --- | --- | | **Pro** | **Cons** | |
|  | |  |  | | --- | --- | | **Simple and easy to understand and use** | **Poor model for long and ongoing projects.** | | **Easy to arrange tasks.** | **Not a good model for complex and object-oriented projects.** | |
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| **Q.** | **V-Model Design** |
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| **Ans.** |  |
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| **Q.** | **V-Model Description** |
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| **Ans.** | **It is also known as Verification and Validation model.** |
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|  |  |
|  | **V-Model** |
|  | |  |  | | --- | --- | | **Pro** | **Cons** | | **Simple and easy to understand and use.** | **Poor model for long and ongoing projects.** | | **This is a highly disciplined model and Phases are completed one at a time.** | **Not a good model for complex and object-oriented projects.** | |
|  |  |
| **Q.** | **When V-Model to use?** |
| **Ans.** | 1. **Requirements are very well documented, clear and fixed.** |
|  | 1. **The project is short.** |

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