**SOFTWARE TESTING ASSIGNMENT MODULE – 1**

1. **What Is SDLC??**

* SDLC Stand for System Development Life Cycle.
* It’s A Project Management framework.

**Steps for SDLC**

1. Requirement/ Gathering
2. Design/ Architect
3. Development
4. Testing
5. Deployment (Live)
6. Maintenance
7. **What Is Software Testing??**

Software Testing is the process of evaluating and verifying that a software product or application works as intended.

In software testing a tester can find Error, Bug Or Defect in Website, Application or Project.

**Types Of Software Testing:**

1. **Unit Testing :-**

Its Consider To Test Individuals Components Or Functions or Programs At a time**.**

1. **Integrated Testing :-**

Its Consider to test One or more Functionality Or Components Or Program.

1. **System Testing :-**

It Involves To test Complete Functionality, Or Components Or Program.

1. **VAT testing :-**

It Includes Final or Client side Testing.

1. **What Is Agile Methodology??**

Agile Methodology is a Project management framework that helps Terms deliver project efficiently and successfully.

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1. **What Is SRS??**

Software Requirements Specifications

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1. **What Is OOPS??**

Oops stands for Object Oriented Programming Language

Oops Is based on the concept of objects, in object – Oriented Programming data structures.

**Two Types of Oops Language:**

1. **Fully Oops Language**

Two condition Full Fill

1. Use of All Oops Contain
2. We can use it as a object

**Ex:- Dart Flutter**

1. **Partially Oops Language :-**

Oops Concept Use

We can Apply Logic in it.

1. **Write a Basic Concept of Oops??**

Oops Basic Concept

1. **Class** :- It is a collection of object & it doesn’t take any space or memory. It is also called blueprint.
2. **Object** :- It is an instance of class that execute the class
3. **Encapsulation :-** It Wraps the data.
4. **Inheritance :-** Child class can uses functionality of parent class using Extend keywords.
5. **Polymorphism** :- One Interface and multiple implementation.
6. **Abstraction** :- It is collection of abstract class and abstract method.
7. **What is Object??**

An object can be defined as a data field that has unique attributes and behaviour. OOP focuses on the objects that developers want to manipulate rather than the logic required to manipulate them. This approach to programming is well suited for software that is large, complex and actively updated or maintained.

Not one type of container which store Non primitive data type like; Class, Array, Interface

**Examples of Objects**

**Variable, Data Structure, Functions, Methods**

1. **What is Class??**

A Collection of Objects and it doesn’t take any space or memory

**Syntax** : Accsess Modifier, Class name, Class Keyword

**Access Modifier** : Public, Private, Protected, Default

Public class login { .

. -----🡪 Scoop Of class

}

Class Have 2 types.

1. **User define Class :-** Dog, Test, Demo
2. **Pre-Define Class :-** Scanner, Console, System
3. **What is Encapsulation??**

Encapsulation it means one type of data wrap.

Encapsulations is a way to direct access to some components of an object so user cannot access state values for all of the variables of a particular object.

Example : Variables, Class, Methods

We can use Advance Encapsulation:

**Pojo Class – Plain old java object //**

**Bean Class//**

**Model Class**

It contain **MVC**

M – Model (Design / Front end)

V – View (Code / Back end)

C – Container (Database)

**Rules For POJO Class**

1. Data Private
2. Setter And Getter Method
3. Never Declare Main Method
4. **What is Inheritance??**

Child class can use the functionality of parent class using Extend Keywords.

Here is coding for 02 Class

1 Class { 100 Line code // Parent class

}

2 Class { Child Class // Using parent class code

}

Advantages:

1. Code Reusability
2. Code Optimization (Short code ma project fullfill)

Types of Inheritance:

1. Single – 1 Parent 1 child
2. Multiple – 1 Child Many Parents
3. Multilevel – 1st Data 🡪 2nd Data 🡪 3rd Data 🡪 4th Data
4. Hybrid – Combination of any 2 Inheritance
5. Hierarchical – 1 Parent and multiple child

**Note**:

// Java class does not support Multiple inheritance so in java there is 4 types or Inheritance.

1. **What is Polymorphism??**

One Interface multiple implementation

Argument same but Results are diff

Methods

1. **Method Overloading**: Method name same but argument different.
2. **Method Overriding**: Method name or argument both are same.