1. What is the primary goal of software testing?
a) To debug the code
b) To find errors and ensure quality
c) To add new features
d) To reduce the cost of development
Answer: b) To find errors and ensure quality

2. Which of the following is NOT a type of software testing?
a) Integration testing
b) Unit testing
c) Data testing
d) System testing
Answer: c) Data testing

3. The main purpose of software testing is to:
a) Increase the development cost
b) Verify and validate the software
c) Delay the software release
d) Write new code
Answer: b) Verify and validate the software

4. Which level of testing verifies individual components of software?
a) System testing
b) Integration testing
c) Unit testing
d) Acceptance testing
Answer: c) Unit testing

5. Regression testing is performed to ensure:
a) New features are added successfully
b) Existing functionalities remain unaffected after changes
c) The software runs faster
d) The system meets business goals
Answer: b) Existing functionalities remain unaffected after changes

6. What does Quality Assurance (QA) focus on?
a) Finding bugs

b) Preventing defects
c) Delivering software fast
d) None of the above
Answer: b) Preventing defects

7. QA is mainly concerned with:
a) Testing the software
b) Ensuring processes are followed
c) Writing code
d) Removing bugs
Answer: b) Ensuring processes are followed

8. What is the difference between QA and QC (Quality Control)?
a) QA is process-focused, QC is product-focused
b) QA finds bugs, QC prevents them
c) QA deals with code, QC deals with features
d) QA and QC are the same
Answer: a) QA is process-focused, QC is product-focused

9. Which of the following is a QA activity?
a) Writing test cases
b) Reviewing software requirements
c) Finding bugs in code
d) Running test scripts
Answer: b) Reviewing software requirements

10. What is the primary focus of QA in software engineering?
a) Minimizing testing time
b) Following defined processes
c) Fixing bugs
d) Optimizing performance
Answer: b) Following defined processes

11. A test case consists of:
a) Input, expected result, and actual result
b) Only the code being tested
c) Test strategy and plan
d) Performance metrics
Answer: a) Input, expected result, and actual result

12. Which is NOT a characteristic of a good test case?
a) Clear and concise

b) Complex and detailed
c) Covers both positive and negative scenarios
d) Easy to execute
Answer: b) Complex and detailed

13. Test cases are derived from:
a) Code
b) Requirements and design documents
c) Bug reports
d) User feedback
Answer: b) Requirements and design documents

14. Which type of testing uses pre-written test cases?
a) Exploratory testing
b) Manual testing
c) Scripted testing
d) Ad-hoc testing
Answer: c) Scripted testing

15. Boundary value analysis is used for creating test cases for:
a) Performance testing
b) Usability testing
c) Input validation testing
d) Compatibility testing
Answer: c) Input validation testing

16. Which strategy is used to test the software from start to finish?
a) Integration testing
b) End-to-end testing
c) Unit testing
d) Static testing
Answer: b) End-to-end testing

17. Black-box testing is based on:
a) Internal code structure
b) Software design
c) External functionality
d) Bug reports
Answer: c) External functionality

18. What is white-box testing also known as?
a) Functional testing

b) Open-box testing
c) Structural testing
d) Design testing
Answer: c) Structural testing

19. Which strategy combines bottom-up and top-down testing?
a) Integration testing
b) Sandwich testing
c) System testing
d) Unit testing
Answer: b) Sandwich testing

20. Smoke testing focuses on:
a) Verifying major functionalities work
b) Detecting all defects
c) Testing performance
d) Comprehensive testing
Answer: a) Verifying major functionalities work

21. A test plan includes:
a) Budget, team, schedule, and test cases
b) Only test cases
c) Code structure
d) Performance goals
Answer: a) Budget, team, schedule, and test cases

22. What is the purpose of a test plan?
a) To debug the software
b) To define testing scope and activities
c) To design test cases
d) To perform integration testing
Answer: b) To define testing scope and activities

23. Test plans are prepared during:
a) Requirement analysis phase
b) Development phase
c) Testing phase
d) Maintenance phase
Answer: a) Requirement analysis phase

24. Who is responsible for preparing the test plan?
a) Developers

b) Test leads
c) Business analysts
d) Customers
Answer: b) Test leads

25. Which is NOT part of a test plan?
a) Objectives
b) Risks
c) Test schedule
d) Development tools
Answer: d) Development tools

26. The main challenge in object-oriented testing is:
a) Testing user interfaces
b) Testing object interactions
c) Testing performance
d) Writing test plans
Answer: b) Testing object interactions

27. In OO testing, methods are tested based on:
a) Algorithms
b) Objects and messages
c) User interface
d) Code complexity
Answer: b) Objects and messages

28. Which testing is crucial for inheritance in OO systems?
a) Regression testing
b) Integration testing
c) Class testing
d) Functional testing
Answer: c) Class testing

29. Polymorphism testing involves:
a) Testing multiple objects
b) Testing object behavior in different forms
c) Verifying object IDs
d) Testing inheritance chains
Answer: b) Testing object behavior in different forms

30. Which issue arises due to encapsulation in OO systems?
a) Performance bottleneck

b) Difficulty in accessing private data for testing
c) User dissatisfaction
d) Increased testing time
Answer: b) Difficulty in accessing private data for testing

31. Usability testing ensures that:
a) The software is free from bugs
b) The system is easy and intuitive to use
c) The code follows standards
d) The software runs efficiently
Answer: b) The system is easy and intuitive to use

32. Which of the following is NOT part of usability testing?
a) Navigation testing
b) Accessibility testing
c) Functionality testing
d) User interface testing
Answer: c) Functionality testing

33. The primary focus of usability testing is:
a) Functional correctness
b) User satisfaction and ease of use
c) Security vulnerabilities
d) Software performance
Answer: b) User satisfaction and ease of use

34. Accessibility testing is part of:
a) Usability testing
b) Regression testing
c) Integration testing
d) White-box testing
Answer: a) Usability testing

35. Which tool is commonly used for usability testing?
a) Selenium
b) JMeter
c) Heatmaps
d) SonarQube
Answer: c) Heatmaps

36. User satisfaction testing primarily evaluates:
a) Software architecture

b) User experience and feedback
c) Code efficiency
d) Testing frameworks
Answer: b) User experience and feedback

37. User satisfaction is typically measured using:
a) Surveys and feedback
b) Code review
c) Test case execution
d) Automation scripts
Answer: a) Surveys and feedback

38. A key metric in user satisfaction testing is:
a) Test coverage
b) User retention rate
c) Code complexity
d) Test execution time
Answer: b) User retention rate

39. In usability testing, which of the following is analyzed?
a) Task completion time
b) Backend database design
c) Network latency
d) Security loopholes
Answer: a) Task completion time

40. Usability testing involves:
a) Identifying bugs
b) Observing user behavior during interaction
c) Testing API performance
d) Debugging code
Answer: b) Observing user behavior during interaction

41. A good usability test requires:
a) Real users and realistic scenarios
b) A comprehensive database schema
c) High-end hardware
d) Extensive debugging
Answer: a) Real users and realistic scenarios

42. What is the primary objective of a test plan?
a) To define the scope, objectives, and approach of testing

b) To debug code
c) To automate test cases
d) To ensure performance optimization
Answer: a) To define the scope, objectives, and approach of testing

43. In OO testing, what is the role of a driver?
a) Acts as a placeholder for missing components
b) Facilitates testing of individual classes
c) Tests database connectivity
d) Automates test case execution
Answer: b) Facilitates testing of individual classes

44. What is the primary concern when testing an object-oriented program?
a) Ensuring algorithms are efficient
b) Testing interactions between objects
c) Verifying low-level hardware performance
d) Debugging non-OO code
Answer: b) Testing interactions between objects

45. What type of errors can usability testing identify?
a) Bugs in the code
b) Misaligned user interface elements
c) Database connectivity errors
d) Unoptimized algorithms
Answer: b) Misaligned user interface elements

46. Which of the following best defines usability testing?
a) Testing how easy and intuitive the software is for users
b) Testing software functionality
c) Testing software compatibility with different devices
d) Testing system security
Answer: a) Testing how easy and intuitive the software is for users

47. When is user satisfaction testing typically conducted?
a) Before requirements gathering
b) After development is complete
c) During the initial design phase
d) Before user deployment
Answer: d) Before user deployment

48. Test cases for usability testing should include:
a) Steps for user interaction

b) Details about the backend database
c) Code snippets for debugging
d) Hardware configurations
Answer: a) Steps for user interaction

49. Which of these is an example of a usability testing tool?
a) Crazy Egg
b) Eclipse
c) Wireshark
d) GitHub
Answer: a) Crazy Egg

50. The final goal of user satisfaction testing is:
a) To fix bugs
b) To enhance user experience and meet user expectations
c) To increase system efficiency
d) To improve software architecture
Answer: b) To enhance user experience and meet user expectations