Software Testing Assignment

Module-1(Fundamental)

1) What is testing?

Software testing is a process used to **identify the correctness completeness and quality** of developed computer software.

2) What is SDLC?

Software development life cycle (SDLC**)** is a **structure imposes on the development of a software product**. That defines the process for planning. **Implementation testing documentation deployment and ongoing** maintenance and support there are a different development models.

3) Write SDLC phases with basic introduction

SDLC phases

- Requirements collection/Gathering
- Analysis
- Design
- Implementation
- Testing
- Maintenance

4) What is OOPS?

1. Identifying object and assigning responsibilities to these objects. Objects communicate to other objects by sending messages.

5) Explain Phases of the waterfall model

2. Requirement collection/Gathering
3. Analysis
4. Design
5. Coding
6. Testing
7. Maintenance

6) Explain working methodology of agile model and also write pros and cons.

- **Agile model is a software development process that is based on the iterative development of a software product.**

(Pros)

- Is a very realistic approach to software development
- Promotes teamwork and cross training
- Resource requirement are minimum
- Suitable for fixed or changing requirements

Agile cons:

1. Not suitable for handling complex dependencies.
2. More risk of sustainability, maintainability, extensibility.
3. There is very high individual dependency since there is minimum documentation generated.
4. Transfer of technology to new team members may be quite challenging due to lack of documentation use case.

7) Phases of the waterfall model:

1. Requirement collection.
2. Analysis.
3. Design.
4. Coding.
5. Testing
6. Maintenance

8) What is SRS?

- Software requirement specification (SRS) is a complete description of the behaviour of the system to be developed.

9) What is oops?

- Indentifying object and assigning responsibility to these objects.
- An object is like a black box.
- The internal details are hidden.

Basic concept of oops:

1. Object
2. Class
3. Encapsulation
4. Inheritance
5. Polymorphism
6. Abstraction

10) What is object?

1. An object represents an individual, identifiable, item, unit, or entity, either real or abstract, with a well-defined role in the problem domain.
2. An object is anything to which concept applies.

11) What is class?

1. A class represent an abstraction of the object and abstracts the properties and behaviour of that object.
2. When you defined class, you define a blueprint for an object.

12) What is encapsulation?

- Encapsulation is practice of including in an object everything git needs hidden from other object.

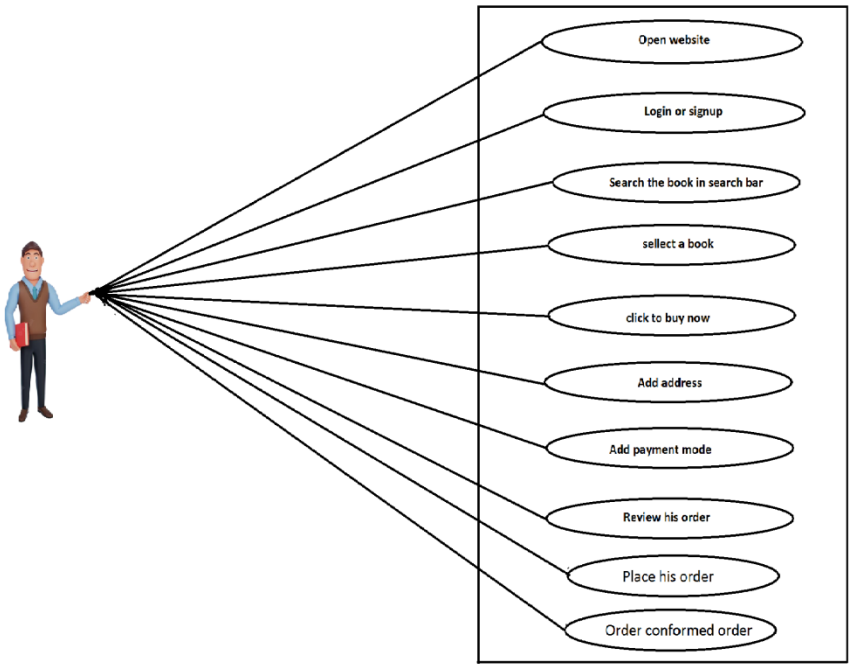
13) What is inheritance?

- Inheritance means that one class inherits the characteristic of another class. This also called is a relationship.

14) What is polymorphism?

- Polymorphism means “having many forms”.
- The ability to change form is known as polymorphism.
- Many ways different upon the usage is called polymorphism.

15) Draw use case on online book shopping.



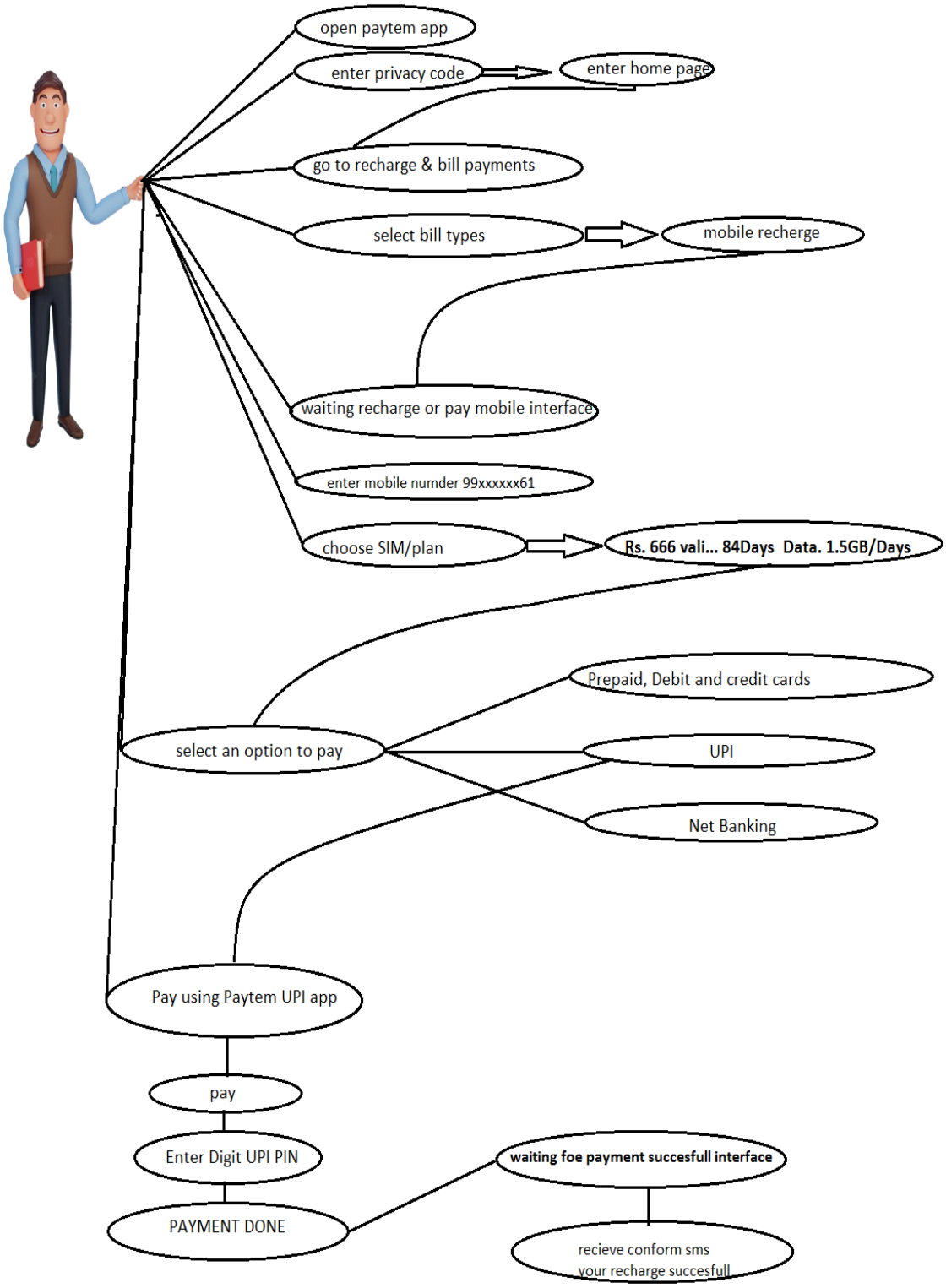
16) Write phases of spiral model

- Planning
- Risk analysis
- Engineering
- Customer evaluation

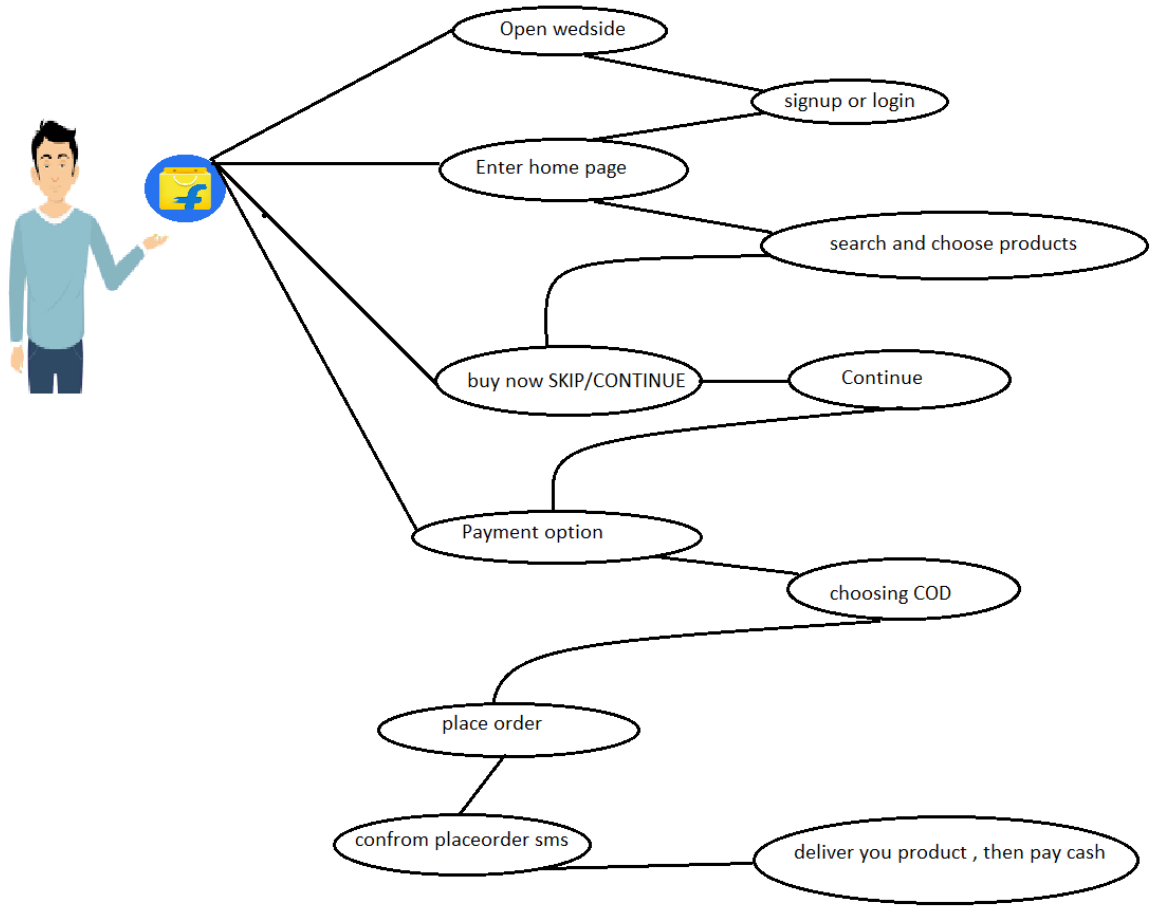
17) Write agile manifesto principles

- Individual interaction
- Working software
- Customer collaboration
- Responding to change

18) Draw Use case on online bill payment system (paytm)



19) Draw use case on Online shopping product using COD.



20) Draw use case on Online shopping product using payment gateway.