**Que 1:What is Exploratory Testing?**

**Ans:** Exploratory Testing is a type of [software testing](https://www.geeksforgeeks.org/software-testing-basics/) in which the tester is free to select any possible methodology to test the software. It is an unscripted approach to software testing.

**Que 2: What is traceability matrix?**   
 **Ans:**Test conditions should be able to be linked back to their sources in the test basis, this is known as traceability.

**Que 3: What is Boundary value testing?**   
 **Ans:**In this testing It checks for the input values near the boundary that have a higher chance of error. Every partition has its maximum and minimum values and these maximum and minimum values are the boundary values of a partition.

**Que 4: What is Equivalence partitioning testing?**  
**Ans:**Equivalence Partitioning is a [software testing](https://www.geeksforgeeks.org/software-testing-basics/) technique or [black-box testing](https://www.geeksforgeeks.org/software-engineering-black-box-testing/) that divides input domain into classes of data, and with the help of these classes of data, test cases can be derived. An ideal test case identifies class of error that might require many arbitrary test cases to be executed before general error is observed.

**Que 5: What is Integration testing?**   
 **Ans:** Integration testing is the process of testing the interface between two software units or modules. It focuses on determining the correctness of the interface. The purpose of integration testing is to expose faults in the interaction between integrated units. Once all the modules have been unit tested, integration testing is performed.

**Que 6: What determines the level of risk?**   
**Ans:** Determining the level of risk usually involves trying to assess not only the likelihood of an identified risk from actually occurring, but also the potential magnitude the consequences this risk could have on an organisation and its stakeholder, should it occur.

**Que 7: What is Alpha testing?**   
**Ans:** Alpha testing is the first end-to-end testing of a product to ensure it meets the business requirements and functions correctly.

**Que 8: What is beta testing?**   
**Ans:** Beta testing is an opportunity for real users to use a product in a production environment to uncover any bugs or issues before a general release.

**Que 9: What is component testing?**   
**Ans:** Component Testing is a type of [software testing](https://www.geeksforgeeks.org/software-testing-basics/) in which usability of each individual component is tested. Along with the usability test, behavioural evaluation is also done for each individual component. To perform this type of testing, each component needs to be in independent state and also should be in controllable state. Each component of the software should be user comprehensible. It is done by a developer.

**Que 10: What is functional system testing?**   
**Ans:** Functional testing is basically defined as a type of testing that verifies that each function of the software application works in conformance with the requirement and specification. This testing is not concerned with the source code of the application. Each functionality of the software application is tested by providing appropriate test input, expecting the output, and comparing the actual output with the expected output. This testing focuses on checking the user interface, APIs, database, security, client or server application, and functionality of the Application Under Test. Functional testing can be manual or automated.

**Que 11: What is Non-Functional Testing?**   
**Ans:** Non-Functional is performed to verify the non-functional requirements of the application. It verifies whether the behavior of the system is as per the requirement or not. It tests all the aspects that are not tested in functional testing. Non-functional testing is a software testing technique that checks the non-functional attributes of the system. Non-functional testing is defined as a type of software testing to check non-functional aspects of a software application. It is designed to test the readiness of a system as per nonfunctional parameters which are never addressed by functional testing. Non-functional testing is as important as functional testing.

**Que 12: What is GUI Testing?**   
 **Ans:** Graphical User Interface Testing (GUI) Testing is the process for ensuring proper functionality of the graphical user interface (GUI) for a specific application.GUI testing generally evaluates a design of elements such as layout, colors and also fonts, font sizes, labels, text boxes, text formatting, captions, buttons, lists, icons, links, and content.

**Que 13: What is Adhoc testing?**   
**Ans:** Adhoc testing is a type of software testing which is performed informally and randomly after the formal testing is completed to find out any loophole in the system. For this reason, it is also known as Random testing or Monkey testing. Adhoc testing is not performed in an structured way so it is not based on any methodological approach. That’s why Adhoc testing is a type of Unstructured or Experience based Software Testing.

**Que 14: What is load testing?**   
**Ans:** Load Testing is a type of [Performance Testing](https://www.geeksforgeeks.org/performance-testing-software-testing/) that determines the behavior of the application when multiple users use it at the same time. It is the response of the system measured under varying load conditions. The load testing is carried out for normal and extreme load conditions.

**Que 15: What is stress Testing?**   
**Ans:** Stress Testing is a software testing technique that determines the robustness of software by testing beyond the limits of normal operation. Stress testing is particularly important for critical software but is used for all types of software. Stress testing emphasizes robustness, availability, and error handling under a heavy load rather than what is correct behavior under normal situations. Stress testing is defined as a type of software testing that verifies the stability and reliability of the system.

**Que 16: What is white box testing and list the types of white box testing?   
Ans:** White box testing is a software testing technique that involves testing the internal structure and workings of a software application. The tester has access to the source code and uses this knowledge to design test cases that can verify the correctness of the software at the code level.

These is three types of coverage

* Condition Coverage
* statement coverage
* Decision coverage

**Que 17: What is black box testing? What are the different black box testing techniques?   
Ans:** Black-box testing is a type of software testing in which the tester is not concerned with the internal knowledge or implementation details of the software, but rather focuses on validating the functionality based on the provided specifications or requirements.

These are the different Black box testing techniques

* Equivalence partitioning
* Boundary value analysis
* Decision tables
* State transition Testing

**Que 18: Mention what are the categories of defects?**   
**Ans:**

* **Security Defects**:- Application security defects generally involve improper handling of data sent from the user to the application. These defects are the most severe and given highest priority for a fix.
* **User Interface Defects**:- As the name suggests, the bugs deal with problems related to UI are usually considered less severe.

**Que 19: Mention what bigbang testing is?**   
**Ans:** Big-bang integration testing is a type of integration testing that combines all the modules or components of a system into a single unit and tests them as a whole. It does not use any intermediate stages or stubs to simulate the behavior of missing or incomplete modules.

**Que 20: What is the purpose of exit criteria?**   
**Ans:** Exit criterion is used to determine whether a given test activity has been completed or NOT. Exit criteria can be defined for all of the test activities right from planning, specification and execution. Exit criterion should be part of test plan and decided in the planning stage.

**Que 21: When should "Regression Testing" be performed?**   
**Ans:** Regression testing is necessary whenever a new feature or enhancement is added to the product. Application developers find it challenging to follow code-related dependencies when working on a new feature. Hence, regressions can arise because of incompatibility issues with the existing codebase.

**Que 22: What is 7 key principles? Explain in detail?**   
**Ans:** We need to follow some principles to make our product defects free, and that also helps the test engineers to test the software with their effort and time. For that this are the principal which is called 7 kay principal .

1. Testing shows the presence of defects
2. Exhaustive Testing is not possible
3. Early Testing
4. Defect Clustering
5. Pesticide Paradox
6. Testing is context-dependent
7. Absence of errors fallacy

* **1.Testing shows the presence of defects**

-Testing can shows that defects are present,but cannot Prove that there are no defects.

-Testing reduces the probability of undiscovered defects remaining in the software but, even if no defects are found, it is not a proof of correctness.

- We test to find Faults

- As we find more defects, the probability of undiscovered defects remaining in a system reduces.

- However Testing cannot prove that there are no defects present

* **2.Exhaustive Testing is not possible**

-Testing Everything including all combinations of inputs and preconditions is not possible. so , instead of doing the exhaustive testing we can use risks and priorities to focus testing efforts.

* **3.Early Testing**

-Testing activities should start as early as possible in the software or system development life cycle, and should be focused on defined objectives.- -These activities should be focused on defined objectives- outlined in test strategy.

* **4.Defect Clustering**

-Most defects found during testing are usually confined to a small number of modules

-Defect are not evenly spread in a system, they are ‘clustered’.

* **5.Pesticide Paradox**

-If the same tests are repeated over and over again, eventually the same set of test cases will no longer find any new defects.  
- To overcome this “pesticide paradox”, the test cases need to be regularly reviewed and revised, and new and different tests need to be written to exercise different parts of the software or system to potentially find more defects.

* **6.Testing is context-dependent**

-Testing is basically context dependent

- Testing is done differently in different context

-Different kinds of sites are tested differently.

* **7.Absence of errors fallacy**

-If the system built is unusable and does not fulfill the user’s needs and expectations then finding and fixing defects does not help.

- If we build a system and, in doing so, find and fix defects ....

- It doesn't make it a good system

-Even after defects have been resolved it may still be unusable and/or does not fulfil the users’ needs and expectations

**Que 23: Difference between QA v/s QC v/s Tester**   
 **Ans:**

|  |  |  |
| --- | --- | --- |
| No. | QA | QC |
| 1 | Focuses on processes and procedures rather than conducting actual testing on the system. | Focuses on actual testing by executing Software with intend to identify bug/defect through implementation of procedures and process. |
| 2 | Process oriented activities. | Product oriented activities. |
| 3 | Preventive activities. | It is a corrective process. |
| 4 | It is a subset of Software Test Life Cycle (STLC). | QC can be considered as the subset of Quality Assurance. |

**Que 24: Difference between Smoke and Sanity?**   
 **Ans:**

|  |  |  |
| --- | --- | --- |
|  | Smoke | Sanity |
| Objective | Smoke testing aims to ensure that the build is stable enough for further testing | sanity testing aims to verify that specific functionality or components of the application are working as expected. |
| Scope | Smoke testing covers the entire system or application | sanity testing is focused on specific functionality or components. |
| Timing | Smoke testing is typically performed after a new build or release | sanity testing is performed after making changes or fixing defects. |
| Depth | Smoke testing is a shallow check of the software application to verify that there are no critical defects | sanity testing is a more detailed check of specific functionality or components of the application. |

**Que 25: Difference between verification and Validation**   
 **Ans:**

|  |  |  |
| --- | --- | --- |
| No. | Verification | Validation |
| 1 | It includes checking documents, design, codes and programs. | It includes testing and validating the actual product. |
| 2 | Verification is the static testing. | Validation is the dynamic testing. |
| 3 | It does *not* include the execution of the code. | It includes the execution of the code. |
| 4 | It can find the bugs in the early stage of the development. | It can only find the bugs that could not be found by the verification process. |
| 5 | Verification is for prevention of errors. | Validation is for detection of errors. |
| 6 | Verification is about process, standard and guideline. | Validation is about the product. |

**Que 26: Explain types of Performance testing.**   
 **Ans:**

This are the types of Performance Testing:

1. **Load testing:**   
   It checks the product’s ability to perform under anticipated user loads. The objective is to identify performance congestion before the software product is launched in market.
2. **Stress testing:**   
   It involves testing a product under extreme workloads to see whether it handles high traffic or not. The objective is to identify the breaking point of a software product.
3. **Endurance testing:**   
   It is performed to ensure the software can handle the expected load over a long period of time.
4. **Spike testing:**   
   It tests the product’s reaction to sudden large spikes in the load generated by users.
5. **Volume testing:**   
   In volume testing large number of data is saved in a database and the overall software system’s behavior is observed. The objective is to check product’s performance under varying database volumes.
6. **Scalability testing:**In scalability testing, software application’s effectiveness is determined in scaling up to support an increase in user load. It helps in planning capacity addition to your software system.

**Que 27: What is Error, Defect, Bug and failure?**   
 **Ans:**A mistake in coding is called an Error, an error found by a tester is called a Defect, a defect accepted by the development team then is called Bug, the build does not meet the requirements, then it Is Failure.

**Que 29: What is Bug Life Cycle?**   
**Ans:**

|  |
| --- |
| **1.new** |
| **2.assigned** |
| **3.open** |
| **4.fixed** |
| **5.pending retest** |
| **6.retest** |
| **7.verified** |
| **8.closed** |

* **1.new:-** When any new defect is identified by the tester, it falls in the ‘New’ state. It is the first state of the Bug Life Cycle. The tester provides a proper Defect document to the Development team so that the development team can refer to the Defect Document and can fix the bug accordingly.
* **2.assigned:-** Defects that are in the status of ‘New’ will be approved and that newly identified defect is assigned to the development team for working on the defect and to resolve that. When the defect is assigned to the developer team the status of the bug changes to the ‘Assigned’ state.
* **3.open:-**In this ‘Open’ state the defect is being addressed by the developer team and the developer team works on the defect for fixing the bug. Based on some specific reason, if the developer team feels that the defect is not appropriate then it is transferred to either the ‘Rejected’ or ‘Deferred’ state.
* **4.fixed:-**After necessary changes of codes or after fixing identified bug developer team marks the state as ‘Fixed’.
* **5.pending request:-**During the fixing of the defect is completed, the developer team passes the new code to the testing team for retesting. And the code/application is pending for retesting on the Tester side so the status is assigned as ‘Pending Retest’.
* **6.retest:-**At this stage, the tester starts work of retesting the defect to check whether the defect is fixed by the developer or not, and the status is marked as ‘Retesting’.
* **7.verified:-**After ‘Retesting’ if the tester team found that the bug continues like previously even after the developer team has fixed the bug, then the status of the bug is again changed to ‘Reopened’. Once again the bug goes to the ‘Open’ state and goes through the life cycle again. This means it goes for Re-fixing by the developer team.
* **8.closed:-**It is the final state of the Defect Cycle, after fixing the defect by the developer team when testing found that the bug has been resolved and it does not persist then they mark the defect as a ‘Closed’ state.

**Que 30: Explain the difference between Functional testing and NonFunctional testing.** **Ans:**

|  |  |  |
| --- | --- | --- |
| No. | Functional Testing | Non-Functional Testing |
| 1 | It verifies the operations and actions of an application. | It verifies the behavior of an application. |
| 2 | It is based on requirements of customer. | It is based on expectations of customer. |
| 3 | It helps to enhance the behavior of the application. | It helps to improve the performance of the application. |
| 4 | Functional testing is easy to execute manually. | It is hard to execute non-functional testing manually. |
| 5 | It tests what the product does. | It describes how the product does. |
| 6 | Functional testing is based on the business requirement. | Non-functional testing is based on the performance requirement. |
| 7 | Examples:  1. Unit Testing  2. Smoke Testing  3. Integration Testing  4. Regression Testing | Examples:  1. Performance Testing  2. Load Testing  3. Stress Testing  4. Scalability Testing |

**Que 31:To create HLR & TestCase of**

**1)(Instagram , Facebook) only first page**

**Ans:**

|  |  |
| --- | --- |
| **HLR of Instgram And Facebook** | [Link](M2_HLR_testcase.xlsx) |
| **Test Cases of Instagram and Fecebook** | [Link](M2_HLR_testcase.xlsx) |

**Que 32:​​What is the difference between the STLC (Software Testing Life Cycle) and SDLC (Software Development Life Cycle)?**

Ans:

|  |  |  |
| --- | --- | --- |
| No. | SDLC | STLC |
| 1 | SDLC is mainly related to software development. | STLC is mainly related to software testing. |
| 2 | In SDLC, more number of members (developers) are required for the whole proc | In STLC, less number of members (testers) are needed. |
| 3 | In SDLC, development team makes the plans and designs based on the requirements. | In STLC, testing team(Test Lead or Test Architect) makes the plans and designs. |
| 4 | Goal of SDLC is to complete successful development of software. | Goal of STLC is to complete successful testing of software. |
| 5 | SDLC phases are completed before the STLC phases. | STLC phases are performed after SDLC phases. |
| 6 | Creation of reusable software systems is the end result of SDLC. | A tested software system is the end result of STLC. |

**Que 33: What is the difference between test scenarios, test cases, and test script?** **Ans:**

|  |  |  |  |
| --- | --- | --- | --- |
| No. | Test Scenarios | Test Cases | Test Script |
| 1 | A Test Scenario is any functionality that can be tested. It is also called Test Condition or Test Possibility. | Test Case is a step by step procedure to test any functionality of the software application/product. | Test Script is set of instructions or a short program to test any functionality of software application/product. |
| 2 | Test Case is a manual approach of software testing | Test Case is a manual approach of software testing. | Test Script is an automatic approach of software testing. |
| 3 | Test Scenarios are written manually. | Test Cases are written manually. | Test Scripting is done by scripting format. |
| 4 | Test Case is used in manual testing environment. | Test Case is used in manual testing environment. | Test Script is used in automatic testing environment. |
| 5 | Requires more resources and time. | Requires more resources and time. | Requires less time for testing scripts. |

**Que 34: Explain what Test Plan is? What is the information that should be covered.** **Ans:**

Test Plan is a document describing the scope, approach, resources and schedule of intended test activities it includes the test strategies, objectives, schedule, estimations, deadlines, and resources required to complete that project.

**Que 35: What is priority?**

**Ans:** Priority is defined as the order in which a defect should be fixed. Higher the priority the sooner the defect should be resolved.

**Que 36: What is severity?   
 Ans:** Severity is defined as the extent to which a particular defect can create an impact on the software. Severity is a parameter to denote the implication and the impact of the defect on the functionality of the software.

**Que 37: Bug categories are…**

**Ans:**

* Functional bugs
* Logical bugs
* Workflow bugs
* Unit level bugs
* system -level integration bugs
* Out of bound bugs
* Security bugs

**Que 38: Advantage of Bugzila .   
Ans:**

* Open source, free bug tracking tool.
* Automatic duplicate bugdetection
* Search option with advanced features.
* File/Modify Bugs By Email.
* Multiple [Authentication](https://cloudinfrastructureservices.co.uk/adfs-vs-azure-ad-how-authentication-has-evolved/) Methods ([LDAP](https://cloudinfrastructureservices.co.uk/radius-vs-ldap-vs-kerberos/), [Apache server](https://cloudinfrastructureservices.co.uk/how-to-setup-apache-web-server-mysql-server-on-linux-in-azure-aws-gcp/)).
* Time Tracking.
* Move Bugs Between Initials.
* Automated bug reporting; has an API to interact with the system.
* Detailed permissions system.
* Integrated email capabilities.

**Que 39: Difference between priority and severity   
 Ans:**

|  |  |
| --- | --- |
| **severity** | **Priority** |
| Severity is a parameter to denote the impact of a particular defect on the software. | Priority is a parameter to decide the order in which defects should be fixed. |
| Severity means how severe the defect is affecting the functionality. | Priority means how fast the defect has to be fixed. |
| Severity is related to the quality standard. | Priority is related to scheduling to resolve the problem. |
| The testing engineer decides the severity level of the defect. | The product manager decides the priorities of defects. |
| Its value is objective. | Its value is subjective. |
| Its value doesn’t change from time to time. | Its value changes from time to time. |

**Que 40: What are the different Methodologies in Agile Development Model?   
Ans:**

* Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product.
* Agile Methods break the product into small incremental builds.
* These builds are provided in iterations.
* Each iteration typically lasts from about one to three weeks.
* Every iteration involves cross functional teams working simultaneously on various areas like planning, requirements analysis, design, coding, unit testing, and acceptance testing.
* At the end of the iteration a working product is displayed to the customer and important stakeholders.

**Que 41:Explain the difference between Authorization and Authentication in Web testing.What are the common problems faced in Web testing?  
Ans:**

|  |  |
| --- | --- |
| **authentication** | **Authorization** |
| In the authentication process, the identity of users are checked for providing access to the system. | While in the authorization process, the person’s or user’s authorities are checked for accessing the resources. |
| In the authentication process, users or persons are verified. | While in this process, users or persons are validated. |
| It usually needs the user’s login details. | This process is done after the authentication process. |
| Authentication determines whether the person is a user or not. | It determines What permission does the user have. |
| Generally, transmit information through an ID Token. | Generally, transmit information through an Access Token. |

**Que 42:To create HLR & TestCase of WebBased (WhatsApp web , Instagram)**

1. WhatsApp Web : <https://web.whatsapp.com/>  
 **Ans:**

|  |  |
| --- | --- |
| **HLR of Whatsapp Web** | [Link](M2_HLR_testcase.xlsx) |
| **Test Case Of Whatsapp Web** | [Link](M2_HLR_testcase.xlsx) |

2. Instagram web

**Ans:**

|  |  |
| --- | --- |
| **HLR Of Instagram Web** | [Link](M2_HLR_testcase.xlsx) |
| **Test Cases Of Instagram Web** | [Link](M2_HLR_testcase.xlsx) |

**Que 43:To create HLR and TestCase on this Link**. https://artoftesting.com/

**Ans:**

|  |  |
| --- | --- |
| **HLR of artoftesting** | [Link](M2_HLR_testcase.xlsx) |
| **Test cases artoftesting** | [Link](M2_HLR_testcase.xlsx) |

**Que 44: Write a scenario of only Whatsapp chat messages   
 Ans:**Verify that on downloading the Whatsapp application, users can register using a new mobile number.

* Verify that for a new mobile number user will get a verification code on his mobile and filling in the same verifies the new user account.
* Check the maximum number of incorrect attempts allowed while filling out the verification code.
* Verify that registering an existing mobile number for new user account registration is not allowed.
* Verify that on successful registration all the contacts in the user’s contact directory get imported to the Whatsapp contact list.
* Verify that the user can update the existing DP and Whatsapp status.
* Verify that ‘Chats’ window contains all the chat list with DP and name and last message preview of the other person with whom chat was initiated.
* Verify that clicking a chat in the chat list opens a new window containing all the chats received and sent with the other person.
* Verify that the user can check the message delivered and read the time for a message in the ‘Message Info’ section.
* Verify that the user can share or receive contact with the other person.
* Verify that the user can create a group by adding multiple people from his contact list.
* Verify that the user can send and receive the message in group chats.
* Verify that users can send and receive images, audio, video, and emoticons in the chat with individuals.
* Verify that users can send and receive images, audio, video, and emoticons in group chats.

**Que 45: Write a Scenario of Pen**

**Ans:**

Verify that the length and the diameter of the pen are as per the specifications.

* Verify the outer body material of the pen. Check if it is metallic, plastic, or any other material specified in the requirement specifications.
* Check the color of the outer body of the pen. It should be as per the specifications.
* Verify that the brand name and/or logo of the company creating the pen should be clearly visible.
* Verify that any information displayed on the pen should be legible and clearly visible.
* Verify the type of pen, whether it is a ballpoint pen, ink pen, or gel pen.
* Verify that the user is able to write clearly over different types of papers.
* Check the weight of the pen. It should be as per the specifications. In case not mentioned in the specifications, the weight should not be too heavy to impact its smooth operation.
* Verify if the pen is with a cap or without a cap.
* Verify the color of the ink on the pen.
* Check the odor of the pen’s ink on writing over a surface.
* Verify the surfaces over which the pen is able to write smoothly apart from paper e.g. cardboard, rubber surface, etc.
* Verify that the text written by the pen should have consistent ink flow without leaving any blob.
* Check that the pen’s ink should not leak in case it is tilted upside down.
* Verify if the pen’s ink should not leak at higher altitudes.
* Verify if the text written by the pen is erasable or not.
* Check the functioning of the pen by applying normal pressure during writing.
* Verify the strength of the pen’s outer body. It should not be easily breakable.
* Verify that text written by pen should not get faded before a certain time as mentioned in the specification.
* Check if the text written by the pen is waterproof or not.
* Verify that the user is able to write normally by tilting the pen at a certain angle instead of keeping it straight while writing.

**Que 46: Write a Scenario of Pen Stand**   
**Ans:**

Verify that a pen stand is properly set or/not for stand.  
 ● Verify that a pen stand hall is proper or/not for standing a pen.

● Verify that a pen stand design is proper or/not.

* ● Check that the pen stand is weight capable of supporting the weight of the pen.  
   ● Verify that The pen stand should be such that it can carry the load of many pens.  
   ● Verify that The bottom of the pen stand should be straight so that the stand can stand up.  
   ● Verify that pen stand material is good because of Long time use.

**Que 47: Write a Scenario of Door**   
**Ans:**

Verify if the door is single door or bi-folded door.

* Check if the door opens inwards or outwards.
* Verify that the dimension of the doors are as per the specifications.
* Verify that the material used in the door body and its parts is as per the specifications.
* Verify that color of the door is as specified.
* Verify if the door is sliding door or rotating door.
* Check the position, quality and strength of hinges.
* Check the type of locks in the door.
* Check the number of locks in the door interior side or exterior side.
* Verify if the door is having peek-hole or not.
* Verify if the door is having stopper or not.
* Verify if the door closes automatically or not – spring mechanism.
* Verify if the door makes noise when opened or closed.
* Check the door condition when used extensively with water.
* Check the door condition in different climatic conditions- temperature, humidity etc.
* Check the amount of force- pull or push required to open or close the door.

**Que 48: Write a Scenario of ATM**   
**Ans:**

* Verify that all the labels and controls including text boxes, buttons, images, and links are present on the screen.
* Check the informative text written displayed on the screen is clearly visible and legible.
* Verify that the size, color, and UI of the different objects are as per the specifications.
* Verify that the application’s UI is responsive i.e. it should adjust to different screen resolutions of ATM machines.
* Check that the pin is displayed in masked form when entered.
* Verify that the user is presented with different account type options like- saving, current, etc.
* Verify that the user is allowed to get account details like available balance.
* Verify that the user is only allowed to enter the amount in multiple denominations as per the specifications.Check that the user cannot withdraw more amount than the total available balance and a proper message should be displayed.
* Verify that the user is provided the option to get the transaction details in printed form.
* Verify that the user’s session timeout is maintained.
* Check that the user is not allowed to exceed one transaction limit amount.
* Check that in case the ATM machine runs out of money, a proper message is displayed to the user.
* Verify that the applicable fee gets deducted along with the withdrawn amount in case the user uses a card of a bank other than that of an ATM.
* Check that the user is not allowed to proceed with the expired ATM card and that a proper error message gets displayed.
* Verify that in case of sudden electricity loss before withdrawing cash, the transaction is marked as null and the amount is not withdrawn from the user’s account.

**Que 49: When to used Usablity Testing?**   
**Ans:**

When software is made-ready, it is important to make sure that the user experience with the product should be seamless. It should be easy to navigate and all the functions would be working properly, else the competitor’s website will win the race. Therefore, usability testing is performed. The objective of usability testing is to understand customers’ needs and requirements and also how users interact with the product (software). With the test, all the features, functions, and purposes of the software are checked.  
   
The primary goals of usability testing are – discovering problems (hidden issues) and opportunities, comparing benchmarks, and comparison against other websites. The parameters tested during usability testing are efficiency, effectiveness, and satisfaction. It should be performed before any new design is made. This test should be iterated unless all the necessary changes have been made. Improving the site consistently by performing usability testing enhances its performance which in return makes it the best website.

**Que 50:What is the procedure for GUI Testing?**   
**Ans:**

● Check Screen Validations. ● Verify All Navigations.  
 ● Check usability Conditions. ● Verify Data Integrity.

● Verify the object states.  
 ● Verify the date Field and Numeric Field Formats.

**Que 51: Write a scenario of Microwave Owen   
Ans:**

Verify that the dimensions of the oven are as per the specification provided.

* Verify that the oven’s material is optimal for its use as an oven and as per the specification.
* Verify that the oven heats the food at the desired temperature properly.
* Verify that the oven heats food at the desired temperature within a specified time duration.
* Verify the ovens functioning with the maximum attainable temperature.
* Verify the ovens functioning with minimum attainable temperature.
* Verify that the oven’s plate rotation speed is optimal and not too high to spill the food kept over it.
* Verify that the oven’s door gets closed properly.
* Verify that the oven’s door opens smoothly.
* Verify the battery requirement of the microwave oven and check that it function’s smoothly at that power.
* Verify that the text written over the oven’s body is clearly readable.
* Verify that the digital display is clearly visible and functions correctly.
* Verify that the temperature regulator is smooth to operate.
* Verify that the temperature regulator works correctly.
* Check the maximum capacity of the oven and test its functioning with that volume of food.
* Check the oven’s functionality with different kinds of food – solid, and liquid.
* Check the oven’s functionality with different food at different temperatures.
* Verify the oven’s functionality with different kinds of container material.
* Verify that the power cord of the oven is long enough.
* Verify that the usage instruction or user manuals have clear instructions.

**Que 52: Write a scenario of Coffee vending Machine**   
**Ans:**

Verify that the machine’s body color as well brand is correctly visible and as per specification.

* Verify the input mechanism for coffee ingredients-milk, water, coffee beans/powder, etc.
* Verify that the quantity of hot water, milk, coffee powder per serving is correct.
* Verify the power/voltage requirements of the machine.
* Verify the effect of suddenly switching off the machine or cutting the power. The machine should stop in that situation and in power resumption, the remaining coffee should not get come out of the nozzle.
* Verify that coffee should not leak when not in operation.
* Verify the amount of coffee served in single-serving is as per specification.
* Verify that the digital display displays correct information.
* Check if the machine can be switched on and off using the power buttons.
* Check for the indicator lights when the machine is switched on-off.
* Verify that the functioning of all the buttons work properly when pressed.
* Verify that each button has an image/text with it, indicating the task it performs.
* Verify that complete quantity of coffee should get poured in a single operation, no residual coffee should be present in the nozzle.
* Verify the mechanism to clean the system work correctly- foamer.
* Verify that the coffee served has the same and correct temperature each time it is served by the machine.

**Que 53: Write a scenario of chair**   
**Ans:**

* Verify that the chair is stable enough to take an average human load.
* Check the material used in making the chair-wood, plastic etc.
* Check if the chair’s leg are level to the floor.
* Check the usability of the chair as an office chair, normal household chair.
* Check if there is back support in the chair.
* Check if there is support for hands in the chair.
* Verify the paint’s type and color.
* Verify if the chair’s material is brittle or not.
* Check if cushion is provided with chair or not.
* Check the condition when washed with water or effect of water on chair.
* Verify that the dimension of chair is as per the specifications.
* Verify that the weight of the chair is as per the specifications.
* Check the height of the chair’s seat from floor.

**Que 54.Gmail(receiving mail)**

Ans:-

* Verify that a newly received email is displayed as highlighted in the Inbox section.
* Verify that a newly received email has correctly displayed the sender email ID or name, mail subject and mail body(trimmed to a single line).
* Verify that on clicking the newly received email, the user is navigated to email content.
* Verify that all received emails get piled up in the ‘Inbox’ section and get deleted in a cyclic fashion based on the size availability.
* Verify that email can be received from non-Gmail email IDs like – yahoo, Hotmail, etc.

**Que 55.online shopping to buy product (flipkart)**

Ans:-

* Verify that a product is seen as per the home page product.
* Verify that a product price is seen as per the home page product price.
* Verify that a product’s description is as per product color and size.
* Verify that the user can see product rating that is given by the customer.
* Verify that the user can see all the available offers for products or/not.
* Verify that the user can zoom in and see the proper product.
* Verify that the user can add to cart the product.
* Verify that the user can buy now or/not.
* Verify that a product’s highlights are as per the delivered product.
* Verify that if the customer doesn’t like the product he/she can easily return the product.
* Check whether the product is for male/female is written in the product description or not.

**Que 56:Write a Scenario of Wrist Watch  
Ans:**

* Verify the type of watch – analog or digital.
* In the case of an analog watch, check the correctness time displayed by the second, minute, and hour hand of the watch.
* In the case of a digital watch, check the digital display for hours, minutes, and seconds is correctly displayed.
* Verify the material of the watch and its strap.
* Check if the shape of the dial is as per specification.
* Verify the dimension of the watch is as per the specification.
* Verify the weight of the watch.
* Check if the watch is waterproof or not.
* Verify that the numbers in the dial are clearly visible or not.
* Check if the watch is having a date and day display or not.
* Verify the color of the text displayed in the watch – time, day, date, and other information.
* Verify that clock’s time can be corrected using the key in case of an analog clock and buttons in case of a digital clock.
* Check if the second hand of the watch makes ticking sound or not.
* Verify if the brand of the watch and check if its visible in the dial.
* Check if the clock is having stopwatch, timers, and alarm functionality or not.
* In the case of a digital watch, verify the format of the watch 12 hours or 24 hours.
* Verify if the watch comes with any guarantee or warranty.

**Que 57:Write a Scenario of Lift(Elevator)**

**Ans:**

Verify the type of door of the lift is as per the specification.

* Verify the type of metal used in the lift interior and exterior.
* Verify the capacity of the lift in terms of the total weight.
* Verify the buttons in the lift to close and open the door and numbers as per the number of floors.
* Verify that the lift moves to the particular floor as the button of the floor is clicked.
* Verify that the lift stops when the up/down buttons on a particular floor are pressed.
* Verify if there is an emergency button to contact officials in case of any mishap.
* Verify the performance of the floor – the time taken to go to a floor.
* Verify that in case of power failure, the lift doesn’t free-fall and gets halted on the particular floor.
* Verify lifts working in case the button to open the door is pressed before reaching the destination floor.
* Verify that in case the door is about to close and an object is placed between the doors if the doors sense the object and again open or not.
* Verify the time duration for which the door remains open by default.
* Verify if the lift interior is having proper air ventilation.
* Verify lighting in the lift.
* Verify that at no point the lift door should open while in motion.

**Que 58:Write a Scenario of whatsapp Group (generate group)**

**Ans:**

* Verify that a generated group is working properly or/not.
* Verify that the participant person is passing the message properly.
* Verify that a group is allowed to share files.
* Verify that the user can check how many members read this message.
* Verify that the user can mention people in the specific message.
* Verify that the admin can message function is working properly or/not.
* Verify that the user can change the group name, and group profile pic.
* Verify that the user can invite the user via a link and add participants.
* Verify that the user can lock chats and private them.
* Verify that the user can do video call in group and talk with them.

**Que 59:Write a Scenario of Whatsapp payment**  **Ans:**

* Verify that the user already has upi ID and bank accounts.
* Verify that the opposite user is using whatsapp payment.
* Verify that the user can select a user and make a payment or/not.
* Verify that the user can pay money securly or/not.
* Verify that the user can see the opposite user’s username.Verify that the user can see his/her bank account and other payment methods.
* Verify that the user can add other payments methods or/not.
* Verify that the user can see his/her available account balance.
* Verify that the user can request money from the opposite user.
* Verify that the user can write a number of amounts.
* Verify that the user can write in the description with payment.
* Verify that the user sends a payment and the opposite user has received it or/not.