**Manual Testing Interview**

1. **Why is Testing necessary?**

Ans:- Testing is necessary to ensure the quality and reliability of a software product.

* Testing helps to uncover any bugs, errors, or other issues in the software so that they can be addressed and fixed before the product is released.
* Testing also ensures that the software meets all the requirements specified by the customer and works as expected.

1. When should you stop the testing process?

Ans:- Once the functionality of the application is stable

* When the time is less, then we test the necessary features, and we stop it.
* The client’s budget.
* When the essential feature itself is not working correctly.

1. What is meant by test coverage?

Ans:- Test Coverage Means overall test-plan. Test coverage is a crucial software testing metric that determines the code covered during the test runs. It is black box testing.

Test coverage= line is code covered by test \*100/ total lines of code.

1. Is it possible to achieve 100% testing coverage? How would you ensure it.

Ans:- No

1. What is Verification?

Ans:- Verification is the process of checking that a software achieves its goal without any bugs. It is the process to ensure whether the product that is developed is right or not. It verifies whether the developed product fulfills the requirements that we have. Verification is static testing.

1. What is Validation?

Ans:- Validation testing is also known as dynamic testing, where we are ensuring that **"we have developed the product right."** And it also checks that the software meets the business needs of the client.

1. What is the difference between build and release?

Ans:- Build: It is a number given to Installable software that is given to the testing team by the development team.

Release: It is a number given to Installable software that is handed over to the customer by the tester or developer.

1. What is Quality?

Ans:- Quality is defined as the product or services that should be "fit for use and purpose."

Quality is all about meeting the needs and expectations of customers concerning functionality, design, reliability, durability, and price of the product

1. What is good code?

Ans:- “Good code” is code that is easily accessible and maintainable by the development team. This means that comprehension and extensibility are easily achieved by another developer

1. What is good design?

Ans:-

1. Why do you recommend that we test during the design phase?
2. What is software quality assurance?
3. What is difference between the QA and the Software testing?
4. List out the roles of software quality assurance engineer?
5. What makes a good test engineer?
6. List out various tools required to support testing during development of the application?
7. What is walkthrough?
8. What is software life cycle (SDLC)? Explain all models with advantage or disadvantage.
9. What is the role of documentation?
10. What about requirements?
11. What is a test plan?
12. What is a test case?
13. What does the test strategy include?
14. What is Requirement Traceability matrix?
15. Standards and Templates. What is supposed to be in a document?
16. What is different levels of testing?
17. What is black box testing?
18. What is white box testing?
19. What is Unit Testing?
20. What is functional Testing?
21. What is Ad-hoc testing ?

Ans:- Ad-hoc testing is a testing phase where the tester tries to “break” the system by randomly trying the system’s functionality.

1. What is integration testing?
2. What is incremental integration testing?
3. What is System Testing?
4. What is Grey box testing?
5. What is end-to-end testing?
6. What is regression testing?
7. What is Sanity Testing?
8. What is Performance Testing?

Ans:- It is testing technique which determines the performance of the system such as speed, scalability, and stability under various load conditions. The performance testing describes which attributes need to be improved before the product is released in the market.

Scalability means it ensure that the system works well in proportion to the growing demands of the end users.

E.g:- Memory usage, response time, Network usage.

1. What is load Testing?
2. What is Stress Testing?
3. What is static Testing and dynamic testing?
4. What is Globalisation and localization?
5. What is QA ,QC and QE?
6. What is STLC ? Explain all the phases.