

TERMINAL

DEBUG CONSOLE

```
Siddhant@LAPTOP-VIBANTE:~/Desktop/PracticePull/SurveyForm (master)
$ git checkout -b techagor
Switched to a new branch 'techagor'.
```

```
Siddhant@LAPTOP-VIBANTE:~/Desktop/PracticePull/SurveyForm (techagor)
$ git pull origin master
From https://github.com/techagor/SurveyForm
 * branch          master      -> FETCH_HEAD
Already up to date.
```

```
Siddhant@LAPTOP-VIBANTE:~/Desktop/PracticePull/SurveyForm (techagor)
$ git add .
[1]
```

```
Siddhant@LAPTOP-VIBANTE:~/Desktop/PracticePull/SurveyForm (techagor)
$ git commit -m "h"
```

Scroll for details

SEARCH - Pushing changes to GitHub >

ANSWER

TERMINAL

git clone https://github.com/SiddhantShukla/PracticeGIT.git

```
$ git add
```

```
Siddhant@LAPTOP-VIUBAOIJ MINGW64 ~/Desktop/PracticeGIT/SurveyForm (edit)
$ git commit -m "heading changed"
[TechnoG F26bb7c] heading changed
1 file changed, 1 insertion(+), 1 deletion(-)
```

```
Siddhant@LAPTOP-VIUBAOIJ MINGW64 ~/Desktop/PracticeGIT/SurveyForm (edit)
$ git push origin techage
```

```
Everything up-to-date
```

```
Compressing objects: 100% (5/5), done.
```

```
Delta compression using up to 16 threads
```

```
Compressing objects: 100% (3/3), done.
```

```
Writing objects: 100% (3/3), 313 bytes | 313.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
```

Siddhant@LAPTOP-V1B0A101:~\$

git pull origin master

Note: Enumerating objects: 1, done.

Note: Counting objects: 100% (1/1), done.

Note: Total 1 (delta 0), reused 0 (delta 0), pack-reused 0

Unpacking objects: 100% (1/1), 621 bytes | 155.83 KiB/s, done.

From https://github.com/techagogy/SurveyForm

* branch master

9f3468b..a65924b master -> origin/master

Updating 9f3468b..a65924b

Fast-forward

SurveyForm.html | 2 +

1 file changed, 1 insertion(+), 1 deletion(-)

Siddhant@LAPTOP-V1B0A101:~\$ cd Desktop/PracticePull/SurveyForm (master)

master

9f3468b..a65924b master

After merge pulling the code in local

White-box testing

Black box testing

The developers can perform white box testing.

what the software is supposed to do, also aware of how it does it.

To perform WBT, we should have an understanding of the programming languages.

In this, we will look into the source code and test the logic of the code.

In this, the developer should know about the internal design of the code.

Test design techniques: Control flow testing, Data flow testing, Branch testing, Statement coverage, Decision coverage, Path testing.

Can be applied mainly at unit testing level but now in integration, system level also.

The test engineers perform the black box testing.

what the software is supposed to do but is not aware of how it does it.

To perform BBT, there is no need to have an understanding of the programming languages.

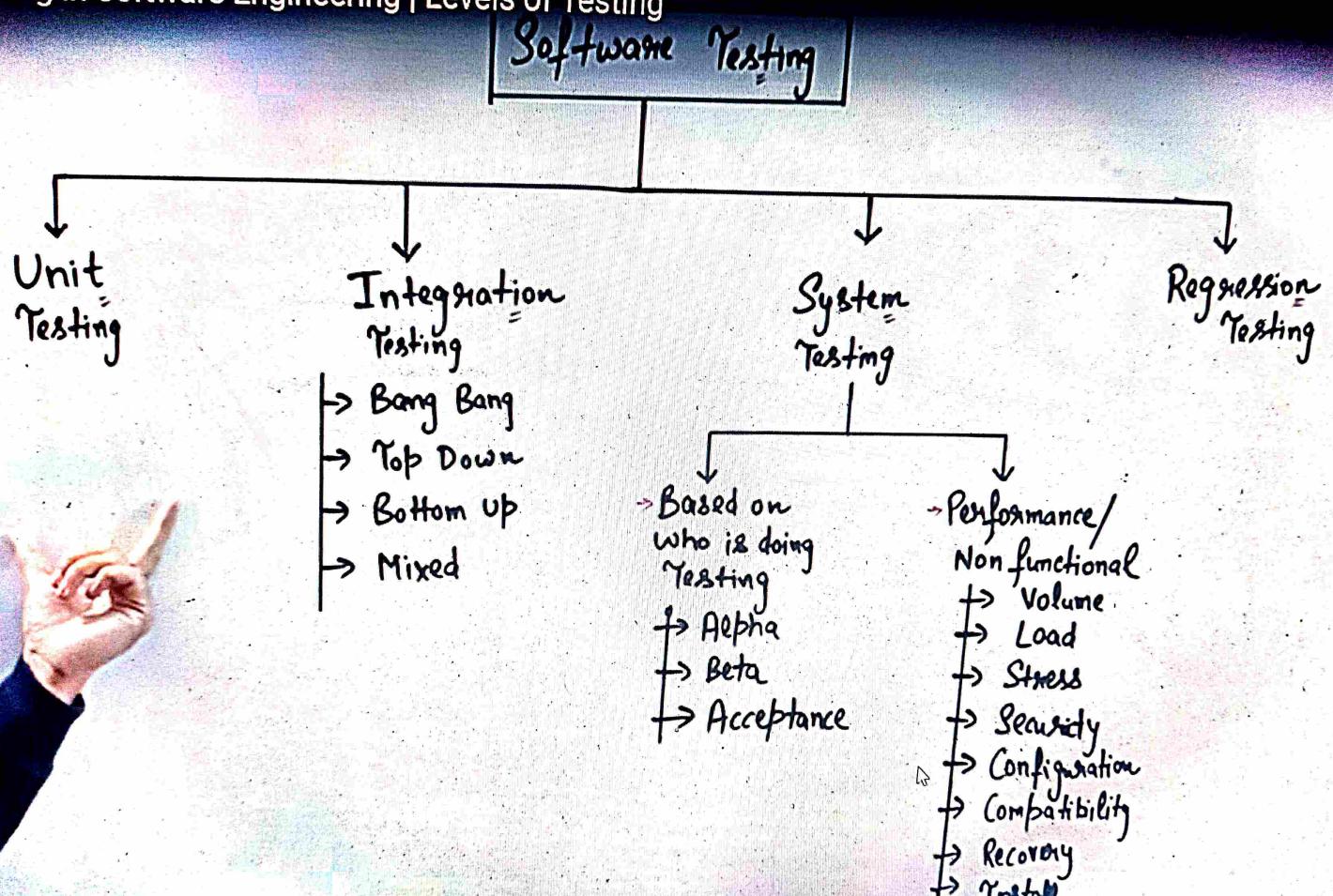
In this, we will verify the functionality of the application based on the requirement specification.

In this, there is no need to know about the internal design of the code.

Test design techniques: Decision table testing, All-pairs testing, Equivalence partitioning, Boundary value analysis, Cause-effect graph

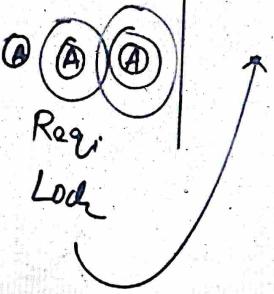
Can be applied virtually to every level of software testing: unit, integration, system and acceptance

Levels of Testing in Software Engineering | Levels of Testing



Scroll for details

Classical waterfall	Iterative waterfall	Prototype Model	Incremental Model	Evolutionary Model	RAD Model	Spiral Model	Agile Model
Basic, Rigid, Inflexible, Not for Real Project	Basic, Problem is well understood	User Requirements Not clear, Costly, No Early lock on Requirements → High User Involvement → Reusability	Module by Module Delivery, Easy to test and debug	Large Projects User at all levels → Reusability	Time and Cost Constraint, User at all levels → Reusability	Risk, Not for Small Projects, → No Early lock on Requirements → Less Experience can work	Flexible, Advanced, Parallel, Process divided into sprints





"Agile" (Move Quickly)



- Advantages:
- 1) Frequent Delivery
 - 2) Face to face communication with client
 - 3) Changes
 - 4) Time

- Disadvantage:
- 1) Less documentation
 - 2) Maintenance Problem