

Types of transfer modes in India and mandatory fields for sending a transfer

1. **NEFT (National Electronic Funds Transfer)**

- **Purpose:** Transfer money to any bank account in India.

2. **RTGS (Real-Time Gross Settlement)**

- **Purpose:** Transfer large amounts instantly.

3. **IMPS (Immediate Payment Service)**

- **Purpose:** Instant money transfer, even for small amounts.

4. **UPI (Unified Payments Interface)**

- **Purpose:** Transfer money easily

using a mobile app.

5. ****Demand Draft (DD)****

- ****Purpose:**** Securely transfer money via a bank-issued draft.

6. ****Cheque****

- ****Purpose:**** Traditional method to transfer money.

7. ****NACH (National Automated Clearing House)****

- ****Purpose:**** Handle bulk payments like salaries and EMIs.

8. ****AEPS (Aadhaar Enabled Payment System)****

- ****Purpose:**** Transfer money using Aadhaar number and fingerprint.

[08/08, 11:24 pm] Akhil: ***3.Types of Block box test design techniques with scenarios***

1. **Equivalence Partitioning (EP)**

- **Purpose:** Test with typical valid and invalid inputs.
- **Scenario:** Test age input with values like 25 (valid) and 65 (invalid).

2. **Boundary Value Analysis (BVA)**

- **Purpose:** Test the edge cases at boundaries.
- **Scenario:** Test age input with values like 18 (boundary) and 17 (just outside).

3. **Decision Table Testing**

- **Purpose:** Test all possible combinations of inputs.
- **Scenario:** Test login with all combinations of correct/incorrect username and password.

4. **State Transition Testing**

- **Purpose:** Test system behavior as it changes states.
- **Scenario:** Test account behavior from "Active" to "Locked" after multiple failed logins.

5. **Use Case Testing**

- **Purpose:** Test end-to-end user scenarios.
- **Scenario:** Test the entire checkout process in an online store.

6. **Error Guessing**

- **Purpose:** Test for likely errors based on experience.
- **Scenario:** Enter special characters in a text field to check for errors.

7. **Cause-Effect Graphing**

- **Purpose:** Test cause-effect relationships in the system.

- **Scenario:** Test a calculator to ensure correct results for different operations.

[08/08, 11:24 pm] Akhil: *2. Assume your brother is in USA and studying MS and your father is sending the money how he can send the money from India to USA*

1. **Wire Transfer (SWIFT)**

- **Purpose:** Send money directly to a U.S. bank account.

2. **International Money Transfer Services**

- **Purpose:** Fast and convenient online money transfer (e.g., Wise, Western Union).

3. **Foreign Demand Draft**

- **Purpose:** Send a prepaid draft in U.S. dollars.

4. **Remittance Services by Indian Banks**

- **Purpose:** Transfer money through Indian banks offering international services.

5. **NRE/NRO Account Transfer**

- **Purpose:** Transfer money if my brother has an NRE account in India.

[08/08, 11:24 pm] Akhil: **5.What is a syntax***

Syntax is the set of rules for writing code correctly. It's like following a recipe step-by-step. For example, in Python, to say "Hello," you write:

```
python  
print("Hello")
```

...

The rules are:

- Use ``print`` to show text.
- Put the text in quotes.

If you don't follow these rules, the computer won't understand what you want.

[08/08, 11:24 pm] Akhil: *4. what is programming language*

A programming language is like a set of instructions you give to a computer so it can do what you want. Just like how you might use English to give directions to a person, a programming language lets you give directions to a computer.

For example, if you want a computer to add two numbers, you might write something like this in a programming

language:

```
```python  
print(2 + 3)
```
```

This tells the computer to show the result of adding 2 and 3, which is 5. Different programming languages let you give these instructions in different ways, but the basic idea is the same: you tell the computer what to do by writing code.