**Part 1**

1. Support writes in your team's chat about a big bug in production - what do you do?
    1. Try to reproduce the issue
    2. Investigate and understand what caused the problem
    3. What is the severity? What is the priority?
    4. How to fix it?
    5. Fix, test, deploy in line with severity and priority
    6. Why did it happen? How to prevent it from happening again?
2. In the daily standup, you hear that we need to deliver very fast and cannot implement unit tests - how would you react to that?
    1. Unit tests should be a part of regular development process and agreed percentage of code coverage should be in the definition of done - without it, we shouldn't deploy
    2. If there is no time for unit tests, does it mean that there is no time for any type of testing? This is not acceptable in my opinion.
    3. If there is time for some other type of testing - why can't the developer use that time to write unit tests?
    4. Discuss with the team about possible risks and reach a consensus
3. Team you recently joined is confused about the role of the QA. How would you explain it to them in a few sentences?
    1. My role is to help the team with identifying problems as early as possible and to contribute to the overall quality of the product
    2. To offer help in domain knowledge, to think twice about everything and ask the right questions

**Part 2**

Explore Doodle.com:

1. What, in your opinion, is the main business value functionality?
    1. Fast, time saving, easy scheduling
2. How would you approach the quality strategy of a website like doodle.com?
    1. Define the scope for testing (what to test here and why?)
    2. Types of testing:
        1. Exploratory testing
        2. Business domain test coverage
        3. Risk-based testing
        4. Automated tests
    3. Note: In order to suggest a testing strategy for doodle.com, I would have to be more familiar with the risks, resources, skills, technology etc…
3. Did you find any bugs? If yes, write down one of them.
    1. Open doodle.com
    2. Go to red **Create a Doodle** button
    3. Step 1 and step 2: Fill in mandatory details
    4. Step 3: tick **Limit the number of votes per option**
    5. Insert a negative number and tick the next setting
    6. Red constraint error message appears
    7. Tick **Limit the number of votes per option** again
    8. Insert a positive number and tick the next setting
    9. Red constraint error message stays on page - it should disappear after a valid number is entered
4. Suggest 3 quality improvements that could be made to doodle.com that you observed.

1. In section **Work within your existing tools** on the Home page icons look a little bit misaligned
2. Maybe to try out changing the background color of the website
3. Can **Create a Doodle** form span over the whole screen?
5. Given this UI, how would you design your automation framework using the Page Object Model?
   1. https://github.com/aleksandra501501/The-challenge.git