

## MODULE-2

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Q1. What is Exploratory Testing?

Ans. Exploratory testing is a concurrent process where Test design, execution and logging happen simultaneously. The current trend in testing is to push for automation, exploratory testing is a new way of thinking. Automation has its limits.

Q2. What is traceability matrix?

Ans. It is a graph of requirement versus component that you should be able to trace back from every system to the original component.

→ Types of Traceability matrix:-

1. Forward
2. Backward
3. Bi-Directional.

Q3. What is Boundary value testing?

Ans. Boundary value analysis generates test cases that highlight errors better than equivalence partitioning. The trick is to concentrate software testing efforts at the extreme ends of the equivalence classes.

Q4. What is Equivalence partitioning testing?

Ans. Aim is to treat groups of inputs as equivalent and to select one representative input to test them all.

Q5. What is Integration testing?

Ans. Integration Testing is a level of the software testing process where individual units are combined and tested as a group.

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Q6. What determines the level of risk?

Ans. A Risk could be any future event with a negative consequence.

Risks are of two types:-

- Project Risk
- Product Risk

Q7. What is Alpha testing?

Ans. It is always performed by the developers at the software development site. It is always performed in Virtual Environment. It is the form of Acceptance Testing.

Q8. What is beta testing?

Ans. It is always performed by the customers at their own site. It is performed in Real Time Environment. Beta Testing (field testing) is performed and carried out by users or you can say people at their own locations and site using customer data.

Q9. What is component testing?

Ans. A minimal software item that can be tested in isolation. It means "A unit is the smallest testable part of software."

Q10. What is functional system testing?

Ans. A requirement that specifies a function that a system or system component must perform.

Q11. What is Non-Functional Testing?

Ans. Testing the attributes of a component or system that do not relate to functionality, e.g. reliability, efficiency, usability, interoperability, maintainability and portability.

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Q12. What is GUI Testing?

Ans. Graphical User Interface (GUI) testing is the process of testing the system's GUI of the System under Test. GUI testing involves checking the screens with the controls like menus, buttons, icons, and all types of bars – tool bar, menu bar, dialog boxes and windows etc.

> Apporach of GUI Testing:-

1. Manual based Testing
2. Record and Replay
3. Model based Testing

Q13. What is Adhoc testing?

Ans. Adhoc testing is an informal testing type with an aim to break the system. It does not follow any test design techniques to create test cases. Main aim of this testing is to find defects by random checking. The Error guessing is a technique where the experienced and good testers are encouraged to think of situations in which the software may not be able to cope.

Q14. What is load testing?

Ans. Load Testing is to test the system behavior under normal workload conditions, and it is just testing or simulating with the actual workload.

Q15. What is stress Testing?

Ans. Stress testing is used to test the stability & reliability of the system. This test mainly determines the system on its robustness and error handling under extremely heavy load conditions. Stress Testing is done to make sure that the system would not crash under crunch situations. Stress testing is also known as endurance testing.

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Q16. What is white box testing and list the types of white box testing?

Ans. Testing based on an analysis of the internal structure of the component or system. Structure-based testing technique is also known as 'white-box' or 'glass-box' testing technique because here the testers require knowledge of how the software is implemented, how it works.

> There are three types which is given below:-

1. Statement/Segment Coverage.
2. Decision/Branch Coverage
3. Condition Coverage

Q17. What is black box testing? What are the different black box testing techniques?

Ans. The testers have no knowledge of how the system or component is structured inside the box. Testing, either functional or non-functional, without reference to the internal structure of the component or system.

> There are four specification-based or black-box technique:-

1. Equivalence partitioning
2. Boundary value analysis
3. Decision tables
4. State transition testing.

Q18. Mention what are the categories of defects?

Ans. Error which is found by tester is called defect, Defect is the variance from a desired product attribute (it can be wrong, missing or extra data). Types of Defects are:-

- 1) Data Quality/Database Defects
- 2) Critical Functionality Defects
- 3) Functionality Defects
- 4) Security Defects
- 5) User Interface Defects

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Q19. Mention what bigbang testing is?

Ans. In Big Bang integration testing all components or modules is integrated simultaneously, after which everything is tested as a whole.

Q20. What is the purpose of exit criteria?

Ans. The purpose of exit criteria is to prevent a task from being considered completed when there are still outstanding parts of the task which have not been finished. Exit criteria are used to report against and to plan when to stop testing.

Q21. When should "Regression Testing" be performed?

Ans. when the system is stable and the system or the environment Changes, when testing bug-fix releases as part of the maintenance phase, It should be considered complete when agreed completion criteria for regression testing have been met.

Q22. What is 7 key principles? Explain in detail?

Ans. The 7Key principles are given below:-

1. Testing shows presence of Defects:- Testing can show 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.
2. Exhaustive Testing is Impossible!:- Testing everything including all combinations of inputs and preconditions is not possible.
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.
4. Defect Clustering:- Defects are not evenly spread in a system, They are 'clustered'. A small number of modules contain most of the defects discovered during pre-release testing, or are responsible for the most operational failures.

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5.The 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.

6. Testing is Context Dependent:- Testing is basically context dependent. Testing is done differently in different contexts, 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.

Q23. Difference between QA v/s QC v/s Tester?

S.N.	Quality Assurance	Quality Control	Testing
1	Activities which ensure the implementation of processes, procedures and standards in context to verification of developed software and intended requirements.	Activities which ensure the verification of developed software with respect to documented (or not in some cases) requirements.	Activities which ensure the identification of bugs/error/defects in the Software.
2	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.	Focuses on actual testing.
3	Process oriented activities.	Product oriented activities.	Product oriented activities.
4	Preventive activities.	It is a corrective process.	It is a preventive process.
5	It is a subset of Software Test Life Cycle (STLC).	QC can be considered as the subset of Quality Assurance.	Testing is the subset of Quality Control.

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Q24. Difference between Smoke and Sanity?

### Sanity Vs Smoke Testing

Sanity Testing	Smoke Testing
<ul style="list-style-type: none"><li>- Sanity testing is used to verify the newly added functionalities/ bugs etc are working fine.</li><li>- This testing is done when the build is relatively stable.</li><li>- Sanity testing is usually performed by testers.</li><li>- Sanity testing is called a subset of regression testing.</li><li>- Sanity testing is done after the completion of regression testing.</li><li>- Sanity testing is used in the case of only updated or detected functions of the application.</li><li>- Sanity testing is always stable.</li><li>- Sanity Testing's main goal is to verify "rationality".</li></ul>	<ul style="list-style-type: none"><li>- Smoke Testing is used to perform to ensure that the critical functionalities of the application are working fine.</li><li>- This testing is done at the initial level.</li><li>- Smoke testing is performed by the developers or testers.</li><li>- Smoke testing is called a subset of acceptance testing.</li><li>- Smoke testing is done on every build.</li><li>- Smoke testing is used to test all over the functionality of the application.</li><li>- Smoke testing is may be stable/unstable.</li><li>- Smoke Testing's main goal is to verify "stability".</li></ul>



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Q25. Difference between verification and Validation?

Verification	Validation
1. Verification is a static practice of verifying documents, design, code and program.	1. Validation is a dynamic mechanism of validating and testing the actual product.
2. It does not involve executing the code.	2. It always involves executing the code.
3. It is human based checking of documents and files.	3. It is computer based execution of program.
4. Verification uses methods like inspections, reviews, walkthroughs, and Desk-checking etc.	4. Validation uses methods like black box (functional) testing, gray box testing, and white box (structural) testing etc.
5. <b>Verification</b> is to check whether the software conforms to specifications.	5. <b>Validation</b> is to check whether software meets the customer expectations and requirements.
6. It can catch errors that validation cannot catch. It is low level exercise.	6. It can catch errors that verification cannot catch. It is High Level Exercise.
7. Target is requirements specification, application and software architecture, high level, complete design, and database design etc.	7. Target is actual product-a unit, a module, a bent of integrated modules, and effective final product.
8. Verification is done by QA team to ensure that the software is as per the specifications in the SRS document.	8. Validation is carried out with the involvement of testing team.
9. It generally comes first-done before validation.	9. It generally follows after <b>verification</b> .

Q26. Explain types of Performance testing?

Ans.The types of performance testing are given below:-

1. Load testing
2. Stress testing
3. Endurance testing
4. Spike testing
5. Volume testing
6. Scalability testing



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Q27. What is Error, Defect, Bug and failure?

Ans. "A mistake in coding is called error, error found by tester is called defect, defect accepted by development team then it is called bug, build does not meet the requirements then it is failure".

Q28. Difference between Priority and Severity?

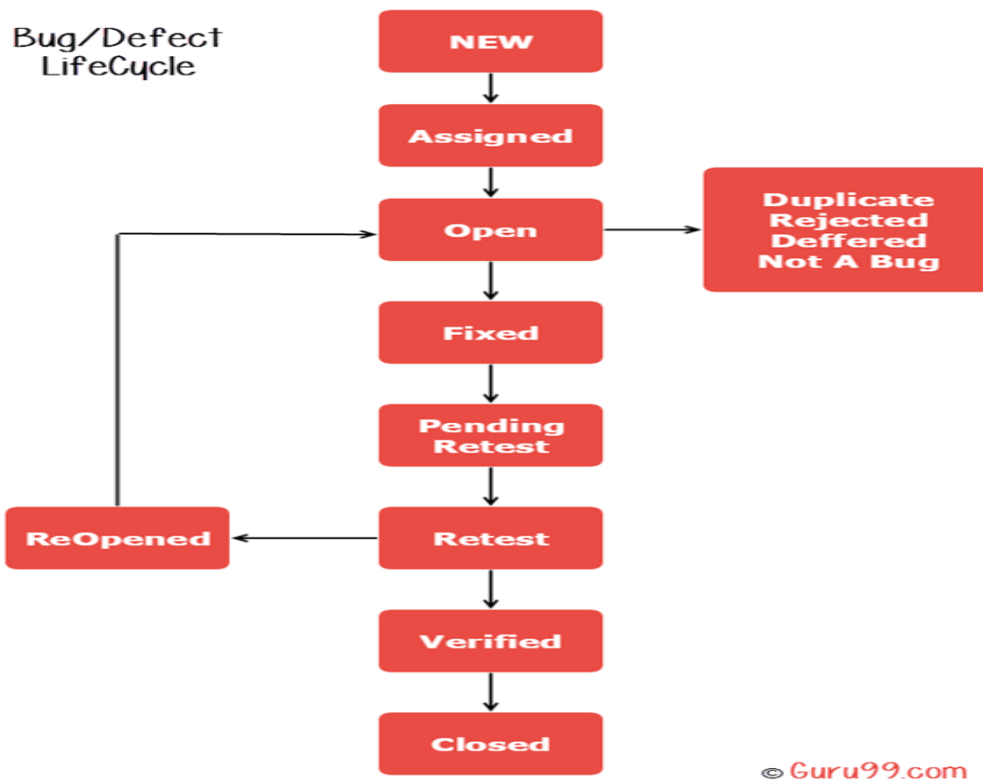
Parameters	Severity in Testing	Priority in Testing
Definition	Severity is a term that denotes how severely a defect can affect the functionality of the software.	Priority is a term that defines how fast we need to fix a defect.
Parameter	Severity is basically a parameter that denotes the total impact of a given defect on any software.	Priority is basically a parameter that decides the order in which we should fix the defects.
Relation	Severity relates to the standards of quality.	Priority relates to the scheduling of defects to resolve them in software.
Value	The value of severity is objective.	The value of priority is subjective.
Change of Value	The value of Severity changes continually from time to time.	The value of Priority changes from time to time.
Who Decides the Defect	The testing engineer basically decides a defect's severity level.	The product manager basically decides a defect's priority level.
Types	There are 5 types of Severities: Cosmetic, Minor, Moderate, Major, and Critical.	There are 3 types of Priorities: High, Medium, and Low.

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Q29. What is Bug Life Cycle?

Ans. The duration or time span between the first time defects is found and the time that it is closed successfully, rejected, postponed or deferred is called as 'Defect Life Cycle'.



Q30. To create HLR & TestCase of Instagram)only first page?

Ans. <https://github.com/anjali15st/anjali15novst.git>

Q31.To create HLR & TestCase of Facebook Login Page

<https://www.facebook.com/>.

Ans. <https://github.com/anjali15st/anjali15novst.git>

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Q32. What is the difference between the STLC (Software Testing Life Cycle) and SDLC (Software Development Life Cycle)?

Parameter	SDLC	STLC
Origin	Development Life Cycle	Testing Life Cycle
Objective	The main object of SDLC life cycle is to complete successful development of the software including testing and other phases.	The only objective of the STLC phase is testing.
Requirement Gathering	In SDLC the business analyst gathers the requirements and create Development Plan	In STLC, the QA team analyze requirement documents like functional and non-functional documents and create System Test Plan
High & Low-Level Design	In SDLC, the development team creates the high and low-level design plans	In STLC, the test analyst creates the Integration Test Plan
Coding	The real code is developed, and actual work takes place as per the design documents.	The testing team prepares the test environment and executes them
Maintenance	SDLC phase also includes post-deployment supports and updates.	Testers, execute regression suits, usually automation scripts to check maintenance code deployed.

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Q33. What is the difference between test scenarios, test cases, and test script?

Test Scenario	Test Case	Test Script
Is any functionality that can be tested.	Is a set of actions executed to verify particular features or functionality.	Is a set of instructions to test an app automatically.
Is derived from test artifacts like Business Requirement Specification (BRS) and Software Requirement Specification (SRS).	Is mostly derived from test scenarios.	Is mostly derived from test cases.
Helps test the end-to-end functionality in an Agile way.	Helps in exhaustive testing of an app.	Helps to test specific things repeatedly.
Is more focused on what to test.	Is focused on what to test and how to test.	Is focused on the expected result.
Takes less time and fewer resources to create.	Requires more resources and time.	Requires less time for testing but more resources for scripts creating and updating.
Includes an end-to-end functionality to be tested.	Includes test steps, data, expected results for testing.	Includes different commands to develop a script.
The main task is to check the full functionality of a software application.	The main task is to verify compliance with the applicable standards, guidelines, and customer requirements.	The main task is to verify that nothing is skipped, and the results are true as the desired testing plan.
Allows quickly assessing the testing scope.	Allows detecting errors and defects.	Allows carrying out an automatic execution of test cases.

Ans.

Q34. Explain what Test Plan is? What is the information that should be covered?

Ans. A document describing the scope, approach, resources and schedule of intended test activities. Determining the scope and risks, and identifying the objectives of testing.

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Q35. What is priority?

Ans. Priority is Relative and Business-Focused. Priority defines the order in which we should resolve a defect. Should we fix it now, or can it wait? This priority status is set by the tester to the developer mentioning the time frame to fix the defect. If high priority is mentioned then the developer has to fix it at the earliest. The priority status is set based on the customer requirements.

Q36. What is severity?

Ans. Severity is absolute and Customer-Focused. It is the extent to which the defect can affect the software. In other words it defines the impact that a given defect has on the system.

Q37. Bug categories are...?

Ans. Types of Defects are:-

1. Data Quality/Database Defects: Deals with improper handling of data in the database.
2. Critical Functionality Defects: The occurrence of these bugs hampers the crucial functionality of the application.
3. Functionality Defects: These defects affect the functionality of the application.
4. 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.
5. User Interface Defects: As the name suggests, the bugs deal with problems related to UI are usually considered less severe.

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Q38. Advantage of Bugzilla ?

Ans. Advantages of Bugzilla are given below:-

- E-mail Notifications
- Modify/file Bugs by e-mail
- Time tracking
- Strong security
- Customization
- Localization

Q39. Difference between priority and severity?

Ans. same as Q28..

Q40. What are the different Methodologies in Agile Development Model?

Ans. There are mainly 5 different methodologies in agile development model which is given below:-

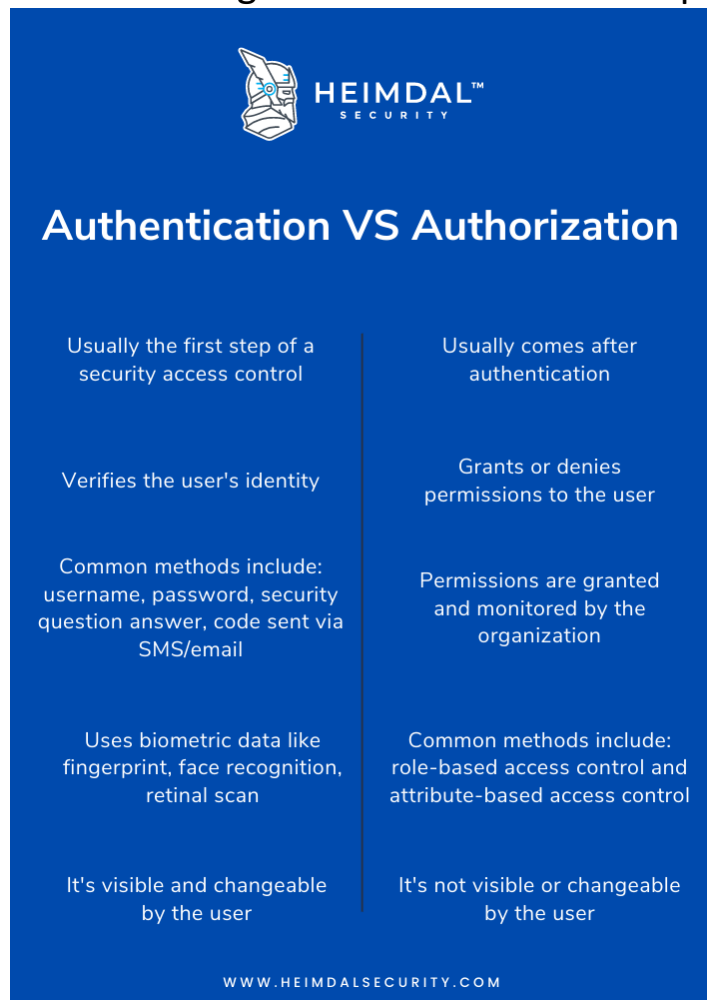
- SCRUM
- KANBAN
- EXTREME PROGRAMMING(XP)
- LEAN DEVELOPMENT
- CRYSTAL



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Q41. Explain the difference between Authorization and Authentication in Web testing. What are the common problems faced in Web testing?.



Q42. To create HLR & TestCase of WebBased (1). WhatsApp Web :

<https://web.whatsapp.com/>

Ans. <https://github.com/anjali15st/anjali15novst.git>

Q43. To create HLR & TestCase of WebBased(2) Instagram Web:

Ans. <https://github.com/anjali15st/anjali15novst.git>

Q44. To create HLR and TestCase on this Link. <https://artoftesting.com/>:

Ans. <https://github.com/anjali15st/anjali15novst.git>

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Q45. When to use Usability Testing?

Ans. Usability Testing identifies usability errors in the system early in the Development cycle and can save a product from failure.

- There are many software applications / websites, which miserably fail, once launched, due to the following reasons –
  - Where do I click next?
  - Which page needs to be navigated?
  - Which Icon or Jargon represents what?
  - Error messages are not consistent or effectively displayed
  - Session time not sufficient.

Q46. What is the procedure for GUI Testing?

- Check all the GUI elements for size, position, width, length and acceptance of characters or numbers. For instance, you must be able to provide inputs to the input fields.
- Check you can execute the intended functionality of the application using the GUI.
- Check Error Messages are displayed correctly.
- Check for Clear demarcation of different sections on screen.
- Check Font used in application is readable.

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