Stage 1 – Testings

Stage 2 – Python Programming

Stage 3 – Automation – Robot Framework (Web automation/windows automation), Database

Stage 4 – Customized Framework

Stage 5 – CI/CD – Git & Jenkins

* Assessment for each stages
* Final Caption Project

1. Software Testing
   1. It is the process of executing of programs with the intent of finding the errors as early as possible.
   2. Helps verifyting and validating the software as per the requirement
   3. Aims at
      1. Finding defects
      2. Demonstrating the lack of quality
      3. Gap in requirement and product
      4. Faith in the end product
2. Role played in the company

Trainee 🡪 System engineer 🡪 Senior System engineer 🡪 Technology Analyst/Business Analyst 🡪 Team leader/Technology lead/Test lead 🡪 Project Manager 🡪 Senior Project Manager 🡪 Delivery Manger

1. How product is developed in the market?
2. SDLC – Waterfall model
3. SDLC – Software Development Life Cycle
   1. Requirement Analysis
      1. Gathering & Analysis
      2. Documentation
      3. System input and System functions
   2. Design
      1. Design Specfication
      2. Technology
      3. Broken into small modules
      4. Funtional planning
   3. Development Phase
      1. Design Specfication is transformed as working model
      2. Develop component and intergrated
      3. Unit Testing – developers
   4. Testing
      1. Small component will be tested first & then major components
      2. Test Execution based on plan
      3. Report the defects to the team and fixes
      4. Testing – Sign off
   5. Maintenance
      1. Troubleshooting
      2. Support – help desk & training
      3. Latest updates software
4. Waterfall model

One should move to next phone after completing the preceding phase only

Advantages:-

* Simple
* Provides a structured way of doing things
* Models works when requirement is crystal clear.

Disadvantages:-

* Communication gap can result in disaster
* Poor resource allocation
* Need crystal clear requirement

1. V-Model
2. Agile Scrum model

Vision is to develop application similar to teams for internal usage.

Product backlogs – login, signup, start meeting page, voice call, video call option, cancel meeting, add to calendar option, mail feature.

(assume we have – 100 product backlogs) – need to complete 1 year – 52 weeks

Scrum master – role is to understand the product backlogs, explain to everyone in the team, allocate backlogs to develop, controlling the sprint, sprint backlogs

100 product backlogs – 52 weeks

Total Sprints – 26 Sprints (considering each sprint as 2 weeks)

Sprint 1 (8 sprint backlogs – decided before entering the sprint) – 2 weeks 🡪 some backlogs should be developed and tested (manual testing).

Sprint 2 (10 sprint backlogs) - 2 weeks 🡪 some backlogs should be developed and tested (progession testing) (manual testing), automation for sprint 1 will happen

verifying the previous sprint feature is also working fine or not (regression testing for all sprint 1).

Sprint 3 (10 sprint backlogs) - 2 weeks 🡪 some backlogs should be developed and tested (progession testing) (manual testing), automation for sprint 2 will happen

verifying the previous sprint feature is also working fine or not (regression testing for all sprint 2 & for sprint 1 check – automation will be triggered ).

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Sprint 26 (4 Sprint backlogs) – 2 weeks 🡪 some backlogs should be developed and tested (progession testing) (manual testing), automation for sprint 25 will happen

verifying the previous sprint feature is also working fine or not (regression testing for 25th sprint manually and automation will be triggered for 24 sprint ).

1. Importance of testing:
   1. Loss of money & testing
   2. Customer Satification
   3. Stay in business
   4. Injury or leads to death
   5. Reliablity of the software
2. Necessity of testing
   1. Discover & prevent the defects
   2. Quality control assurance
   3. Gain customer confidence
   4. Early testing & defect removal is less expensive

Facts:

Ariane 5 explosion – (16 bit digits instead of 64 bit digits – june 4, 1996)

Microsoft’s anti-Unix site crashes – the sites were running open source unix and apache servers. So they tried to host their own server (IIS server)

1. Error – Failure – Defect

Error (mistake) – action perform by human (human mistakes)

Failure – inablity of the system to perform functionality according to its requirment.

Defect – mismatch of the actual and expected result

Examples: adding two numbers

{

a= 50

b=20

c = a – b

print (c)

}

Output – 70 ( but output is 30)

1. Seven testing principle
   1. Testing shows presence of defects - Testing reduces proability of undiscovered defects remaining in the software
   2. Exhaustive testing is impossible – Testing everything (all combinations of input and precondition ) is not feasible
   3. Early testing – focused defined objective.
   4. Defect Clusting – small number of modules contains most of the defects discovered during pre-release or show most of the failure
   5. Pesticide paradox
   6. Testing Context – testing depends on the context. Act differenlty on different contexts
   7. Absence of error fallacy – finding and fixing the defect – it does not helps the system built is unusable and does not fulfil the users need and expectation.
2. Fundamental test process - Software Testing Life Cycle
   1. Test Planning
      1. Testing objective for the requirement
      2. Test Plan – Documentation
   2. Test Design
      1. Test case Designing
      2. Test Indentifying the test data
      3. Environment setup - Tools required
   3. Test Implementation
      1. Test Execution
      2. Test Result
      3. Log the bugs found
      4. Re-test
   4. Test Closure
      1. Environment Cleanup
      2. Process & reviewed in the meeting
      3. Lesson learnt – for upcoming cycles
      4. Archive

STLC Deliverables – Entry & Exit Criteria

1. Test Planning
   1. Requirement Traceablity Matrix (RTM)
   2. Test planning/Stratergy document
      1. Automation feasability
      2. Effort estimation
2. Test Design
   1. Test Scenario connected with proper requirement
   2. Test Case
   3. Test Data & Script
3. Test Execution
   1. Test result
   2. Bug report
   3. Submitting the final executable report
4. Test Closure
   1. Test Summary Report
   2. Test Metrics
      1. Test coverage
      2. Defect priority & Severity
   3. Lesson learnt – for upcoming cycles
   4. Sign off to release the product

Requirement 🡪 Scenario 🡪 Test Cases

Responsibilty of QA engineer:

1. Analyse
2. Planning
3. Scenario
4. Test case
5. Test script & Data
6. Test execution – pass or fail
7. Bug/Defect tracking –
   1. Finding Bug/Defect & tracking it
   2. Retest after fixing
8. Status report

Notes:

1 GB – 1024 MB

1 MB – 1024 KB

1 KB – 1024 B

1 B – 8 bits

1 bit – 0 or 1