JAVA

1. Java Introduction
2. JDK, JRE, JVM
3. Core Java (SE)
4. Java IDE Tool
5. Coding Standards
6. Packages
7. Data Types

   Primitive & Non Primitive
8. Wrapper Class
9. OOPS (Class, Method, Object)

10. Types Of OOPS
11. Inheritance
12. Polymorphism

    Method Overloading / Static Binding

    Method Overriding / Dynamic Binding
13. Abstraction

    Abstract Class

    Interface
14. Encapsulation
15. Control Statements

    Conditional

    Looping

    Jumping

    Operators
16. Arrays (1D & 2D)
17. String – C (Java lang) and its Types & Function

    Literal

    Non Literal

    Immutable

    Mutable
18. Collection – I Java Util

List – I Java Util

Set – I Java Util

Map – I Java Util

Collections – C

Generics

19. Access Modifiers / Non Access Modifiers

Private	**Abstract**
Default	**Static**
Protected	**Final**
Public	**Transient, Synchronized, Volatile**

20. Types of Variables

Local

Instance / Object

Static / Class

21. Storage in Java (Heap & Stack)

22. Constructor

Non Parameterized (Default constructor)

Parameterized (Argument based constructor)

23. Exception and Handling

Unchecked / Runtime

Checked / Compile time

24. Scanner-C Java Until

25. File Operation (File - C) Java Io

26. Enum (Class / Interface)

27. Enumeration, Iterator, List Iterator

28. Garbage Collection

29. Regular Expression

31. Data Binding & Type Casting

SELENIUM

1. Automation
2. Selenium & its components Parameter
3. Selenium Architecture
4. WebDriver – I
5. WebElement –I
6. Locators
7. Xpath & Axes & CSS Selector Hub
8. Debug
9. Radio Button & CheckBox
10. Keyboard Action using Senkeys
11. Get location, Get Size, Get CssValue
12. No. of Links in a webpage
13. Handling Auto Suggestion
14. Handling Dynamic Elements / Visibility of Web elements
15. DropDown (Select Class)
16. JavascriptExecutor – I
17. TakesScreenshot – I
18. Alert - I
19. Web Table – Dynamic
20. Actions – C
21. Robot – C
22. Windows Handling / Window Pop-Up
23. Frames
24. Wait – I (Synchronization / AJAX Call)
25. Broken Links / Broken Image
26. File Upload / Download
    - Send keys
    - Robot class
    - Auto IT
    - Wget.exe ->Download
27. Chrome options & Desired Capabilities

28. **Tool Tip in Webpage**
29. **Web driver support Headless browser – HTML unit Browser**
30. **Selenium Exception & Handling**
31. **Cookies Handling and Session & Cache**
32. **Selenium Extent Reports**

FRAMEWORKS

- **Data Driven Testing**
- **Design Pattern**
  - **Page Object Model**
  - **Singleton**
  - **Factory Pattern**
- **J Unit**
  - **Fixtures, Annotations & Assertions**
  - **J unit Class**
  - **J unit Suite Classes**
  - **J unit Runner Classes**

TEST NG

1. **Test NG Features & Annotation**
2. **Priority**
3. **Ignore**
4. **Invocation count**
5. **Assert (Soft & Hard)**
6. **Suite Level Execution (testng.xml)**
7. **Parameter from XML File & @optional parameter**
8. **Data Provider use in same class & another class**
9. **Parallel execution**
   Method
   Tests
   Classes

10. Thread Count and Time out
11. Rerun Manual
12. Rerun Automatically when we know the TC's Failed
13. Rerun Automatic (Listener)
14. Grouping & Dependency grouping
15. Cross Browser Testing
16. TDD VS BDD
17. Reports (Index, Html, E mailable & LogMsg)

CUCUMBER (BDD)

1. Cucumber Definition & Architecture
2. Annotation of J unit
3. Gherkin Language
4. Feature file & Step Definition Package
5. Cucumber Options
6. Test Runner Class
7. Cucumber Integration J unit / Test Ng
8. Data Table – C
9. Hooks Class Extends Base Class
10. Tags used Grouping Scenario & Feature File
11. Cucumber JVM Reports with Screenshots of failed testcase
12. Cucumber Re run
13. Cucumber Project Explain by steps

ECLIPSE
MAVEN
GIT / GIT HUB
JIRA - ZEPHYR
AGILE SCRUM BOARD
JENKINS
SQL

SOFTWARE TESTING TECHNIQUE

- PROJECT VS PRODUCT
- SDLC / STLC
- METHODLOGYS
- WATERFALL
- SPIRAL
- PROTOTYPE
- V MODEL
- TYPES OF TESTING
- UNIT TESTING
- INTEGRATION
- SYSTEM INTEGRATION TESTING
- ACCEPTANCE TESTING (UAT)
- GUI / UI TEST
- FUNCTIONAL VS NON FUNCTIONAL TESTING
- PRINCIPLE OF SOFTWARE TESTING
- KINDS OF TESTING (SMOKE, SANITY, REGRESSION, RE TEST, EXPLORATORY, ADHOC, MONKEY, POSITIVE, NEGATIVE, ENE TO END TESTING)
- TEST DESIGN TECHNIQUE
- TEST PLAN TEMPLATE
- TEST CASE TEMPLATE
- PRIORITY & SEVERITY
- RTM (TRACEBILITY METRICS)
- DEFECT / BUG LIFE CYCLE
- TEST CYCLE CLOSURE
- TEST METRICS
- AGILE PRINCIPLE & SCRUM TEAM
- SCRUM TERMINOLOGY(STORY POINTS, BURN DOWN CHART)
- AGILE (ROLES ARTIFACTS CEREMONIES)
- MEETINGS – SPIRNT GROMMING, PLANNING, REVIEW, RETROSPECTIVES AND WALKTHROUGH AND INSPECTION.