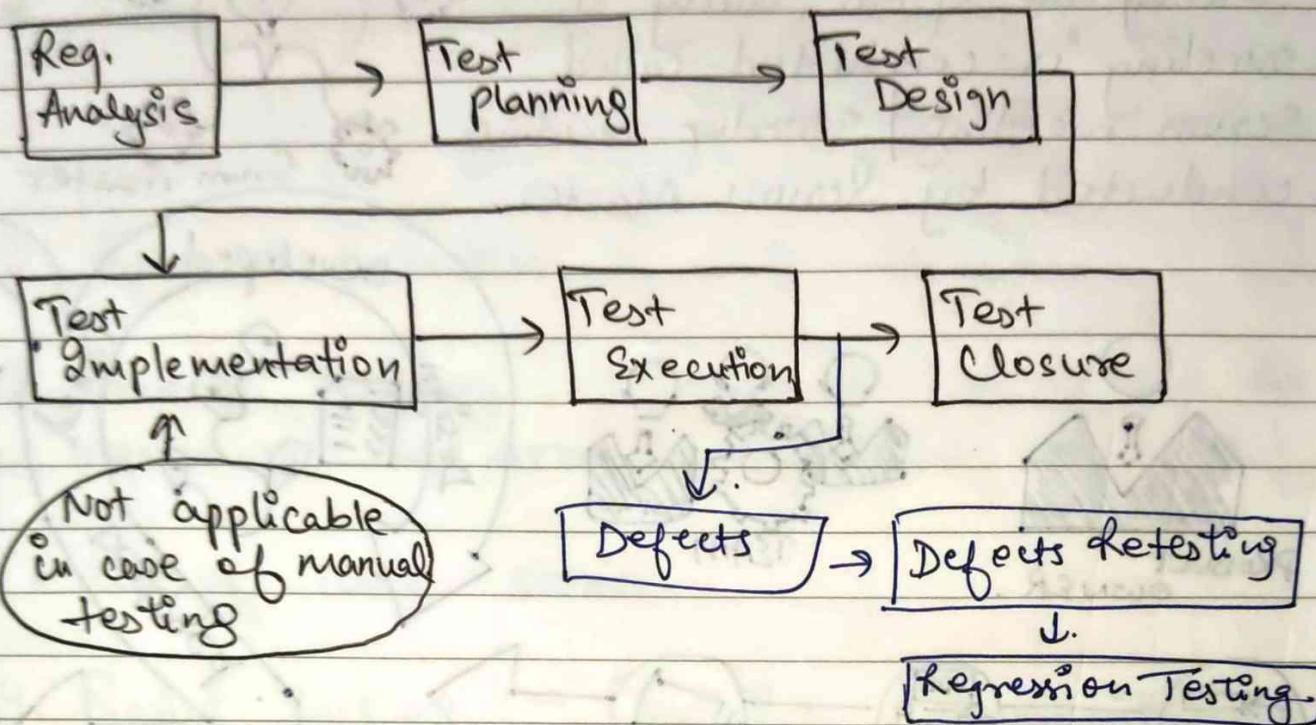


* STLC

Software Testing Life Cycle



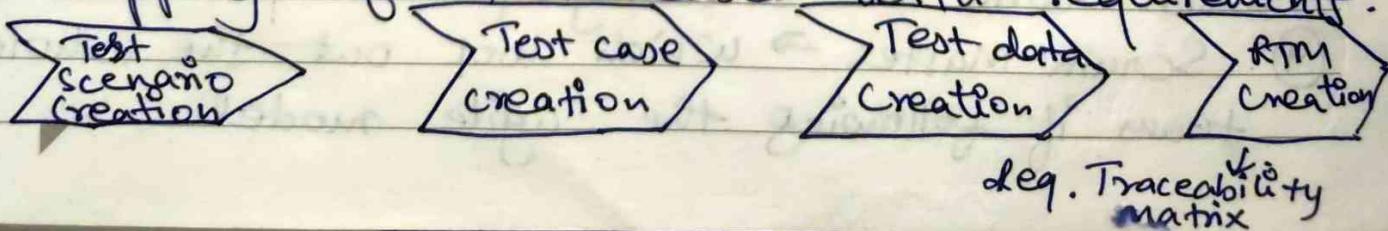
① Req. Analysis → Gathering details about focus area & identifying testable requirements.

② Test Planning → The whole testing process will be detailed out.

- Identifying testing team size, roles & their responsibilities.
- Prepare schedule of testing.

③ Test Design → Identifying test scenarios.

- Create test case for each scenarios.
- Preparation of data for testing.
- Mapping of test cases with requirements.



Test Scenario → What to test in an application.
 Facebook

login	Mess.
logout	Post pic.
Send reg.	Post vid.
Acc. reg.	Write.
Del. reg.	
Total	= 9 scenario

function or Scenarios.

RTM → Requirement Traceability Matrix

where we see, all the cases which were written, were executed or not.

STANDARD TEMPLATE FOR

TEST CASE. → step by step doc. which need to verify any test scenario

Sr No.	Test Case ID	Objective	Pre-requisite	Test Steps	Test data	Exp. result	Actual result	Status Pass/fail
1.	TC_001	To check	---	1. Click on 2. Enter 3. Click on "Submit"				Pass Fail

eg.

Test Scenario on Ceiling fan

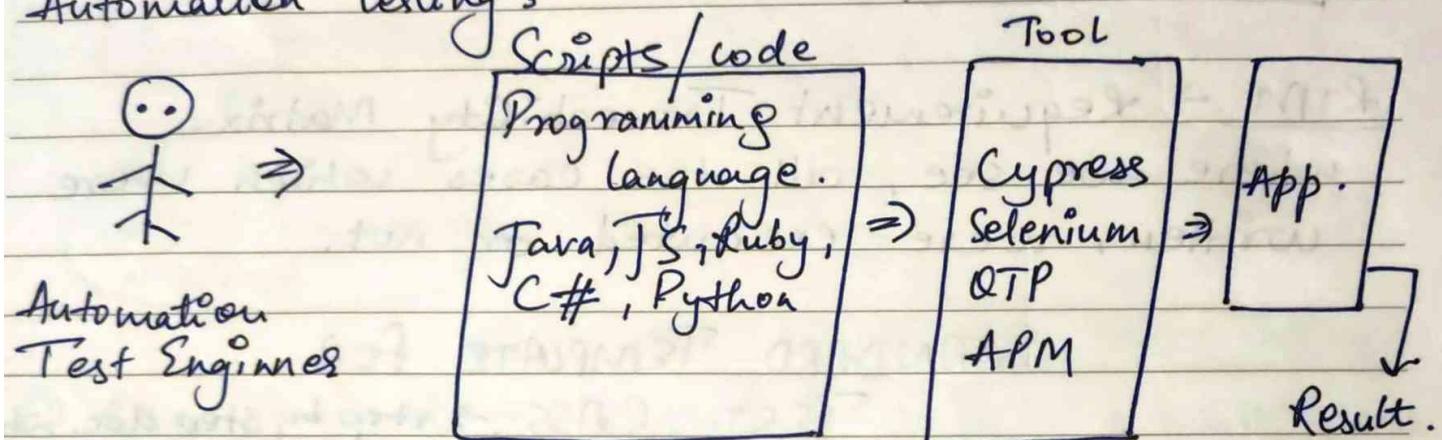
1. Verify the size of the fan.
2. Verify the weight, height, length, design of the fan.
3. Verify the colour, brand, type, cost of the fan.
4. Verify the durability, material, quality of the fan.

* Introduction to Automation Testing

Manual testing: Testing an application with reference requirements manually.

- Prolonged.
- It's time consuming.
- We cannot test 24/7.

Automation testing:



Test automation performs testing at 3 diff. levels:

Unit level

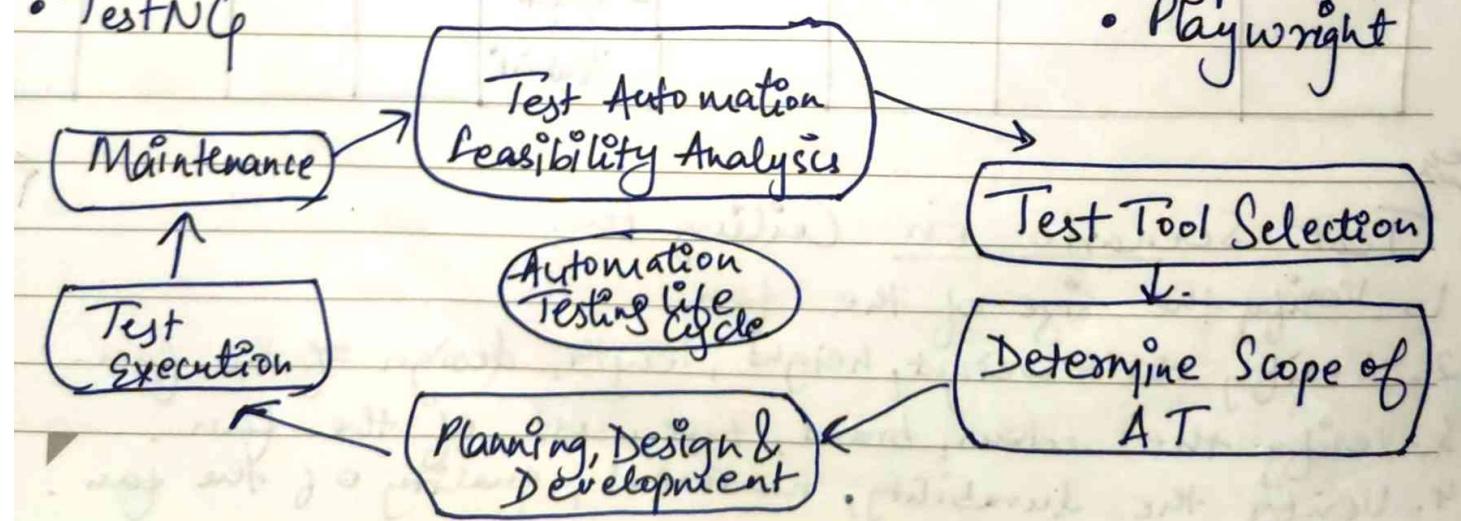
- NUnit
- JUnit
- TestNG

API testing

- Rest assured
- Katalon

User Interface

- Selenium
- Cypress
- Playwright

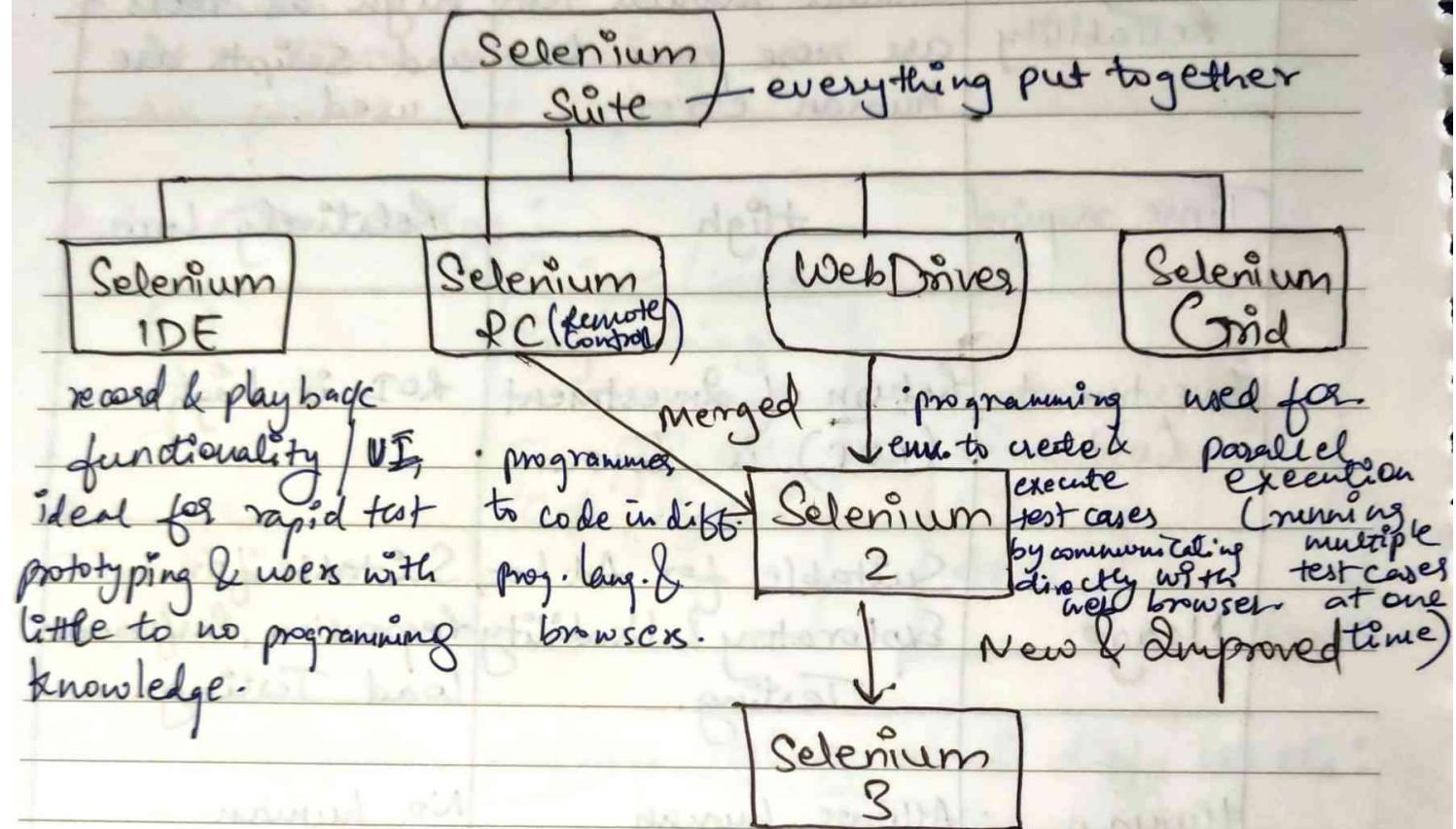


Manual v/s Automation Testing

Accuracy & Reliability	Accuracy is low. Because manual tests are more prone to human error.	Accuracy is high as tools and scripts are used.
Time required	High	Relatively low
Investment Cost	Return of Investment (ROI) is low.	ROI is high.
Usage	Suitable for Ad hoc, Exploratory & Usability Testing.	Suitable for Regression, Performance load Testing.
Human Element	Allows human observation to find out any glitches.	No human observation involved.
Customer Experience	Helps in improving the customer experience.	No guarantee of (+)ve customer experience.

What is Selenium & Tools Used.

most widely used tools
in the market.



Selenium: free (open-source) automated testing framework used to validate web applications across diff. browsers & platforms.

Only web applications is possible.
Cannot use it to desktop applications or mobile applications.

Driver in Selenium: It is a sw which enables interactions b/w java program & the browser.

Selenium tools.

- Selenium integrated development environment (IDE)
- Selenium remote control (RC)
- Selenium web driver.
- Selenium Grid.

Projects

* Downloading selenium jars manually & adding to our projects.

Q. what is a jar?

Jar stands for Java archive, It is used to group two or more java files into one single file.

Q. What is a Selenium jar?

All the classes & interfaces which are required to automate the web application using java is grouped together as selenium jars.

CSS Selectors

1. tag #id tag #^{id}
2. tag class tag.classname
3. tag attribute tag[attribute = "value"]
4. tag class attribute tag.classname[attribute = "value"]

Thread : It is used for the delay.

```
psvm (String [] args) {  
    try {  
        going to the chrome browser  
        WebDriverManager.chromeDriver().setup();  
        ChromeDriver driver = new ChromeDriver();  
        Thread.sleep(10000); // delay of 10 sec.  
        driver.get("www.google.com");  
  
        navigate to particular website  
        catch (Exception e) {  
            System.out.println(e.getMessage());  
        }  
    }  
}
```

* Cucumber BDD : Cucumber is a testing approach which supports (Behavior driven development) BDD. It explains the behavior of the application in a simple English language using Gherkin. In BDD, test cases are written in simple language so that non technical people can read.

>> In BDD

1. Given (pre-condition or initial context)
2. When (event)
3. Then (expected result)

ex: Login feature test case

Given : URL of login page is open.

When : User enters username, password, & clicks on login button.

Then : User should be taken to homepage / user should successfully login.

* TDD (Test Driven Development)

Test case are described in cucumber feature file. Feature file should have extension .feature and each feature file should have only one feature.

* Important terms used in Gherkin language

Feature : Summary

And : add conditions to your steps

Given : pre-condition

When : Event / Actions

Then : Expected output of the actions.

Ex:

Feature : Password Reset

Scenario : Successful pass. reset via email

Given : A registered user has an account.

And : The user is on the "forgot Pass" page.

When : The user enters their email & clicks
"Send Reset Link".

Then : The system sends a pass. reset email.

And : The user sees a confirmation message.