Session 5

**Regression** **Testing**

Testing conducts on modified build to make sure there will not be impact on existing functionality because of changes like adding/deleting/modifying features.

3 types of Regression Testing

1. Unit Regression Testing

* Here we test a **specific** **module**, where developer has made a change.

1. Regional Regression Testing

* Testing the modified module along with **impacted** **modules**.
* And to identify the Impacted modules a meeting is conducted between QA and Dev Team; it is called as **Impact Analysis.**

1. Full Regression Testing

* If a developer modifies **majority** of **modules**, then Impact Analysis doesn’t make sense.
* And therefore, we conduct one round of full Regression Testing.

**Re**-**Testing**

Suppose we reported a bug in a module and dev works on it and again we find a bug in the same module, such type of testing is called as Re-Testing.

**Here we execute same Test case multiple times on new builds.**

Regression vs Re-Testing

**Smoke vs Sanity Testing**

Both are type of Functional Testing

Smoke Testing is used for

* Critical Functionality,
* for Initial rejection by QA,
* it’s kinda general checkup of the build.
* It could be done by both QA and Dev.
* **Smoke** Testing is carried out at the initial stage to check the **major** **functionality**.
* **Smoke** is carried out on **Unstable** **builds** as well.

Sanity Testing

* Verifies new functionality
* To check bugs ‘ve been fixed after build.
* It’s a part of Regression Testing
* **Specialize** Testing
* Whereas **Sanity** is carried out after Smoke Testing to verify some **specific** **functionalities**.
* **Sanity** is carried out on **Stable** builds.
* It is carried out when there is lack of time to do in depth testing.

**Exploratory Testing**

* It’s a type of testing in which product is already built bt u aint kwing the requirements and not having documentations, all u r supposed to do is just explore the product.
* It **aims to learn and explore the product.**
* Drawbacks:
  + It is possible that u might misunderstand a bug as a feature & a feature as a bug cuz u aint kwing the requirements.
  + Time Consuming
  + High chances that u might miss a bug

**Ad hoc Testing**

It’s an **unplanned** testing in which Tester **aims** **to break the system** based on **previous** **experience**, it is performed on a **random** manner.

**Monkey/Gorilla Testing**

* Here tester is not having the knowledge of test case or BR,
* It is performed randomly
* **Aims to break the system**
* Best suitable for **Gaming** Application

**Positive Testing**

Testing applications with **valid inputs** to check whether it is working correctly or not with positive cases.

**Negative Testing**

Testing applications with **invalid inputs.**

**End To End Testing**

To test the functionalities as per the **flow** i.e. from start to end.

**Globalization (Internationalization or I18 Testing) Testing**

* To test whether every module is supporting the **global** **language** or not
* It even consists of local environments (for ex. Instagram is accessible in different Languages)

**Localization Testing**

* Perform a check for a **specific** **community**
* For ex. Chinese Apps

Bugs in Alian Hub Web Page in reference with Figma prototype:

* Logo box and Sign in Sign Up box are at different distances from the edge 311 and 309 but are negligible.
* Logo box and Sign in Sign Up box are at different distances from the header box vertically at the lower side, but negligible.
* In Banner One time cost and Self host boxes aren’t similar.
* Headline Description box shows 919x368 in figma but in inspection its 919x753
* Second text box in Headline Description is of 692\*45 in f bt 919\*45 in inspection.
* Text in first frame of Advanced proj manag features is quite doubtful cuz its shown also in Banner also. Moreover size issues with inspect view.
* Sign in Sign up of different sizes than in Inspect.

Footer Section

* The Footer in Frame 1618872314 is having different size and color (in terms of Hex) if compared with that of in the inspect view.
* Frame 39938 is having different height and width.
* LOGO text under Frame 39938 is having different color in Hex terms.
* In Social Media icons logo of X is 3 up and down unlike others i.e. 2 up and bottom with frame 48095967
* Copyright text found different i.e. 2024 & 2025 also its having difference in layout attributes.

**Screen and Resolution**

* Resolution is used to define the **sharpness** and **crispness** of images based on pixels arranged horizontally and vertically.
* Which is measured in **DPI** or **PPI**.
* **More** the resolution means more **clarity** and **sharpness** in the visual.
* Types of Resolutions
  + Screen
  + Image
  + Video
  + Print

It’s imp to check that the user’s experience with the sw on their machine having certain resolution is friendly or not.

Screen size and Resolutions are different aspects.

* Screen size is the measure of distance between end-to-end points of display diagonally.
* Whereas Resolution is all about the displays capacity to show the pixels.

Popular Resolutions: (calculated in width\*height format)

* In Desktop and Laptops
  + SD 1280\*720
  + HD 1366\*768
  + FHD 1920\*1080
  + 4k 3840\*2160
  + 8k and more

**Top browsers for Cross Browser Testing**

* Chrome
* Safari
* Edge
* Firefox

User flows on social media

1. Posting a Photo on Instagram

* Open App, launch the Instagram app.
* Tap "+" Icon, located at the bottom center of the screen.
* Choose a Photo, select from your gallery or take a new one.
* Edit Photo, apply filters and adjust settings (brightness, contrast, etc.).
* Add Caption, write a description and tag users or add hashtags.
* Post, tap "Share" to publish.

2. Tweeting on Twitter

* Open App or Website -> Access Twitter.
* Click "Tweet" Button -> Found at the bottom right corner or top of the screen.
* Write Tweet -> Add text, images, GIFs, or links.
* Post Tweet -> Click "Tweet" to publish.

3. Sending Snaps on Snapchat

* Open Snapchat app
* Click on the button capture button appearing on the home screen of the app.
* Swipe left or right to add desired filter.
* Click on ‘Send To’ button
* Select the contacts you want to share with from the list, by clicking on their names.
* And hit the ‘Send’ button.

4. Connecting with Someone on LinkedIn

* Open App or Website to access LinkedIn.
* Search for User for that use the search bar to find a person.
* Tap the user's name to view their profile Visit Profile.
* Click "Connect" found near the top of their profile.