**1. defect lifecycle**

Defect life cycle starts after raising the defect.

New- when defect is raised by tester

Assign- when it is assigned to developer

Active - when defect is addressed by any developer

Deferred- defect can be deferred means the bug will be fixed in next phase release.

Rejected- bug is duplicate or it is not a defect

Fixed- defect got fixed

**2.Difference between load and performance testing?**

Performance Testing measures the response time of an application with an expected number of users

Load Testing is measuring the response time when the application is subjected to more than usual number of users.

**3.different types of non-functional testing?**

Performance Testing, Load Testing, Stress Testing,

**4.how do we write test cases in BDD format**

Using The following three keywords we will write the test cases in BDD

The **Given** part describes the state of the world before you begin the behavior you're specifying in this scenario. You can think of it as the pre-conditions to the test.

The **When** section is that behavior that you're specifying.

Finally, **Then** section describes the changes you expect due to the specified behavior.

**5.how to arise a defect and what we specify while logging defect?**

once a defect is raised, the life cycle of defect starts.

New- when defect is raised by tester

Assign- when it is assigned to developer

Active - when defect is addressed by any developer

Deferred- defect can be differed means the bug will be fixed in next phase release.

Rejected- bug is duplicate or it is not a defect

Fixed- defect got fixed

**6.how to deal the production defects?**

Normally client will report this issue.

we need to talk to them and reproduce the issue with test logins Create defect in defect tool under the production release version developers will fix the issue

we (QA) test the issue on production version code and release the fix to production after we verify

we have to create a defect on current sprint/release so that developer will add this code to the current sprint/release

**7.how to estimate test cases?**

We will estimate user stories which contains story points and review test cases, acceptance criteria and incorporate feedback.

**8.how we learn the functionality of system?**

By running the application, we get to know the functionality and incase if we are not sure of a particular feature and what the exact output to be expected, communicating with the particular developer assigned to that feature or theme will help us**.**

**9.if we don’t have time to test call test cases what we will do?**

Move it to next script.

**10.what are different defect metrics and measurements we prepare in testing**

Urgent, High, Medium, Low, Escalate.

**11.what are test design techniques**

Static Techniques

Dynamic Techniques

**12.what are the tools to manage defects/stories?**

HP ALM, Jira, Bugzilla, HP agile manager to manage user stories

**13.what are typical environments we have in projects**

Cucumber, BDD framework, J behave, Maven, Intellij VMware, Dockers, Containers, idea ide 2016 for automation test cases.

**14.what is agile method**

In Agile model all the phases are executed parallel so that the defects at early stage can be detected. Modules are tested once coding is completed.

**15.what is alpha and beta testing?**

**Alpha testing:** is performed by the developers. After alpha testing the software is handed over to software QA team, for additional testing in an environment that is similar to the client environment.

**Beta testing:** beta testing becomes active. It is performed by end user. So that they can make sure that the product is bug free or working as per the requirement. The public, a few select prospective customers or the general public performs beta testing.

**16.what is burndown chart and velocity**

The **burndown** is a chart that shows how quickly you and your team are burning through your customer's user stories. It shows the total effort against the amount of work we deliver each iteration.

The **velocity** report tracks the story points completed in a specified timeframe.

**17.what is defect?**

The defect is raised by tester when the functionality or behavior of the product developed does not meet the user requirement and specifications.

**18. what is development environment**

A Development environment is where you configure, customize, and use source control to build an image of the Wave set application to be promoted to another environment. You also write an upgrade procedure in this environment that you follow in each target environment.

**19. what is Exit and Entry criteria:**

Entry and Exit criteria are required to start and end the testing.

**Entry** criterion is used to determine when a given test activity should start.

**Exit** criterion is used to determine whether a given test activity has been completed or NOT.

**20. What is integration testing?**

Testing of integrated modules to verify combined functionality after integration. Modules are typically code modules, individual applications, client and server applications on a network.

**21. what is most challenge defect u came across?**

The defect that I raised was a showstopper so I could not go ahead testing my user story as it was blocked, figuring out the defect and raising it was itself the most challenging part as it could impact in progress of testing other user stories related to the raised defect.

**22.what is priority and severity in defect?**

The **priority** status is set based on the customer requirements. While **Severity** 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. It is totally related to the quality standard or devotion to standard.

**23. what is product back log items**

Product Backlog: All work items related to a product/project, ordered by a Product Owner.

**24. what is production environment**

A **production** environment is where the real-time staging of programs that run an organization are executed, and includes the personnel, processes, data, hardware, and software needed to perform day-to-day operations**.**

**25. what is QA environment?**

A **QA** environment is where you test your upgrade procedure against data, hardware, and software that closely simulate the Production environment and where you allow intended users to test the resulting Wave set application.

**26. what is requirement traceability matrix?**

Traceability Matrix (RTM) is a document that links requirements throughout the validation process. The purpose of the Requirements Traceability Matrix is to ensure that all requirements defined for a system are tested in the test protocols.

**27. what is scrum methodology?**

It is Agile methodology; they will follow work sprints in this they will have Daily standup meetings.

**28 what is SDLC and different phases in SDLC?**

Software development life cycle (SDLC) is a process to develop the application in

Different phases like:

Requirement Analysis and planning: Senior team members analyze the requirements given by clients. They will check whether the requirement can be done or not.

Design: in the design stage Business Analyst define more details about requirements in the form of SRS (software requirement specification) or Use Case diagram.

As part of design, Senior Developers write High Level Design Document (HLD) Developers write Low Level Design Document (LLD) Seniors Tester write Test Planning document

Implementation/Development: Developers write the code for the requirements Testers write test cases as per SRS

Testing: Execute the test cases what we prepared in previous stage

Deployment: Release the tested code to production

Maintenance: Support team monitoring the system that is running in production

**29. what is sprint grooming?**

Backlog grooming is when the product owner and some, or all, of the rest of the team review items on the [backlog](https://www.agilealliance.org/glossary/backlog/) to ensure the backlog contains the appropriate items, that they are prioritized, and that the items at the top of the backlog are ready for delivery. This activity occurs on a regular basis and may be an officially scheduled meeting or an ongoing activity

**30. what is sprint planning meeting?**

The Sprint Planning Meeting is typically broken into two parts. Part one of the sprint planning meeting is a review of the product backlog items the Product Owner will ask the team to forecast and deliver.  In the next part of the sprint planning, the team decides how the work will be built.

**31. what is sprint retrospective?**

Sprint retro is a meeting at which the team discusses the just concluded sprint and determines the changes that make the next sprint more productive.

**32. what is sprint review meeting?**

At the end of each sprint, a sprint review meeting is held. During this meeting, the Scrum team shows what they accomplished during the sprint. Typically this takes the form of a demo of the new features.

**33. What is staging environment?**

A stage or **staging environment** is an **environment** for testing that exactly resembles the production **environment**. In other words, it's a complete but independent copy of the production **environment**, including the database. **Staging** provides a true basis for QA testing because it precisely reproduces what is in production.

**34. what is STLC?**

Software Testing Life Cycle refers to a testing process which has specific steps to be executed in a definite sequence to ensure that the quality goals have been met. In STLC process, each activity is carried out in a planned and systematic way.

**35. what is TDD and BDD (cucumber framework)**

In software engineering, behavior-driven development (BDD) is a software development process based on test-driven development (TDD). Behavior-driven development combines the general techniques and principles of TDD with ideas from domain-driven design and object-oriented analysis and design to provide software development and management teams with shared tools and a shared process to collaborate on software development.

Test-driven development (TDD) is a software development process that relies on the repetition of a very short development cycle: first the developer writes an (initially failing) automated test case that defines a desired improvement or new function, then produces the minimum amount of code to pass that test, and finally refactors the new code to acceptable standards.

**36.what is test case?**

Test cases is a sequence of steps to test the correct behavior or a functionality/feature of an application

**37.what is test planning/test strategy document?**

Test planning involves determination of the what, when and how- testing is performed. The Test Strategy captures and documents everything that should be tested. The Test Strategy is a high-level plan which identifies all system and processes that should be considered

**38.what is the process in agile model**

In Agile model all the phases are executed parallel so that the defects at early stage can be detected. Modules are tested once coding is completed.

**39.what is UAT?**

User acceptance testing (UAT) is the last phase of the software testing process. During UAT, actual software users test the software to make sure it can handle required tasks in real-world scenarios, according to specifications.

**40.What is unit testing?**

Testing of individual software components or modules. Typically done by the programmer and not by testers, as it requires detailed knowledge of the internal program design and code. may require developing test driver modules or test harnesses.

**41.what is user acceptance criteria test cases?**

User acceptance is a type of testing performed by the Client to certify the system with respect to the requirements that was agreed upon. This testing happens in the final phase of testing before moving the software application to Market or Production environment.

The main purpose of this testing is to validate the end to end business flow. It does NOT focus on the cosmetic errors, Spelling mistakes or System testing. This testing is carried out in separate testing environment with production like data setup.

**42.what is user story/feature/sprint back log items and tasks in user story**

User story involves requirements specified by the user or client.

how well they are keeping to schedule and to measure their performance over time.

**43.what is v model?**

The process is followed in V- shape and it is also called as verification and validation process. As the development team works on verification parallel testing team does the validation.

**44.what is waterfall method**

Waterfall model is a sequential process. In this all the phases like requirement, Analysis, Designing, Coding, Testing, Deployment and maintenance will be started only after one phase is completed.

**45.what tester will do in each phase of SDLC?**

After the code is completed it is tested to check whether it reached all the specified requirements of client and functionality of the product. During this phase all types of [functional testing](http://istqbexamcertification.com/what-is-functionality-testing-in-software/) like [unit testing](http://istqbexamcertification.com/what-is-unit-testing/), [integration testing](http://istqbexamcertification.com/what-is-integration-testing/), [system testing](http://istqbexamcertification.com/what-is-system-testing/), [acceptance testing](http://istqbexamcertification.com/what-is-acceptance-testing/) are done as well as [non-functional testing](http://istqbexamcertification.com/what-is-non-functional-testing-testing-of-software-product-characteristics/) are also done.

**46.What types of application we test?**

We will test web based applications.

**47.what we will do if come across any critical severity issue before release day?**

options to deal with severity issues before release day are

1.Explain the situation and ask the client to give some time to fix the bug

2.If client is not ready to give time than mention the limitations in the release notes as known bugs or limitations. This is a way to overcome defect effect. Normally known issues will be fixed in the next release of the software.

**48.what we will do if we don't have a time to test all stories/ execute test cases?**

We will move to next sprint.

**49.when do we use automation testing?**

To increase the effectiveness, efficiency and coverage of the software testing, we use Automation testing.

**50.when do we use integration testing?**

Integration testing is performed after unit testing, all the modules developed are combined and tested to check the functionality and behavior of the complete developed software.

**51.when do we use regression testing?**

When we add new features to the existing module we do regression testing.

Difficult to cover all the system in regression testing so typically automation tools are used for these testing types.

**52.when do we use smoke testing and sanity testing?**

Testing to determine if a new software version is performing well enough to accept it for a major testing effort. If application is crashing for initial use, then system is not stable enough for further testing and build or application is assigned to fix.

**53.when do we use white box testing and block box testing?**

This testing is based on knowledge of the internal logic of an application’s code. Also known as Glass Box Testing. Internal software and code working should be known for this type of testing. Tests are based on coverage of code statements, branches, paths, conditions.

Internal system design is not considered in this type of testing. Tests are based on requirements and functionality.

**54.who will assign the work?**

Team Lead or Quality Analyst

**55.Why testing is required?**

Testing is required for an effective performance of software application or product.