

Ans 1) Test Case Design for Payment Gateway

1. Test Case Design Techniques

Technique → field → Test Values → Focus

- BVA → Amount → \$0.99, \$1.00, \$1.01, → Test boundary limits (min, max)
\$9999.00, \$10000.00

- ECT → Card No. → Valid 16-digit, Invalid 15-digit, Negative Amount → Test Representative data partitions

2. Decision Table (Payment Methods & Errors)

Rule	→ Card valid	→ fraud/asset	→ Action
R1	→ Y	→ Y	→ Process Payment
R2	→ N	→ -	→ Decline (Invalid Card)
R3	→ Y	→ N	→ Decline (Fraudulent)

3. Cause-Effect Graphing

- Improvement: Graphically map all input condition (Cause) to system outcomes (Effects)
- Benefit: Systematically drives test cases for complex logical combinations (eg: card expiry AND currency error), ensuring complete test coverage for error handling and fraud detection.

Ans 2) Structural Testing for the Library Management System

1. Path Testing & CFN

Path testing executes all possible code paths based on a program's structure. It ensures thorough coverage of decision points.

• Simple CFN Paths:

- Path 1: Success (Book → User → Borrow)
- Path 2: Book Error (Invalid ID / Unavailable)
- Path 3: User Error (Invalid ID / Limit Exceeded)

2. Data Flow Testing (DFT)

DFT selects Test-paths by tracking the definition (Def) and use (use) of variables. It aims to catch faults where data is used before its defined or where updates are missed.

• Key Variables: BookID, UserID, BookStatus, CurrentBorrowedCount.

- Flow: Testing the Def-use chain, eg ensuring currentBorrowedCount is used in the limit check before its Defined (incremented) in the transition record.

3. Mutation Testing

Mutation Testing improves test robustness by deliberately inserting small errors (mutants) into the code.

- If the existing test suite fails against the mutant, the test is strong.

• If the test passes (mutant "survives"), it exposes a weakness in the test suite that needs fixing.

Ans 3} Integration & System Testing for Ride - Raising Kite

1. Integration strategy

- Strategy : Top down Integration
- Method : Start with high-level modules (eg: UI/Booking) and integrate down to lower modules (GPS, Payment).
- Goal : Verify correct data exchange across interfaces (eg. booking to GPS → Payment).

2. Alpha & Beta Testing

Test Type → who → where → Purpose

- Alpha → Internal employees → (Controlled Dev Site) → find major bugs and usability issues before public release

- Beta → Real External Users → Real Environment → Test performance, compatibility, and real world defects before final launch

3. Recommended Tools

- functional : Appium / Selenium (Mobile UI automation), Postman / SoapUI (API testing).
- Non-functional : JMeter / Load Runner (load / stress testing), OWASP ZAP (security testing), Battery Monitoring (Performance / Battery usage).