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| --- | --- |
| In manual testing, the accuracy, and reliability of test cases are low, as manual tests are more prone to human error. | Automated testing, on the other hand, is more reliable as tools and scripts are used to perform tests. |
| The time required for manual testing is high as human resources perform all the tasks. | The time required is comparatively low as software tool execute the tests |
| In manual testing investment cost is low, but Return of Investment(ROI) is low as well. | In automation testing investment cost and Return of Investment, both are high. |
| Manual testing is preferred when the test cases are run once or twice. Also suitable for Exploratory, Usability and Adhoc Testing. | You can use test automation for Regression Testing, Performance Testing, Load Testing or highly repeatable functional test cases |
| Allows for human observation to find out any glitches. Therefore manual testing helps in improving the customer experience. | As there is no human observation involved, there is no guarantee of positive customer experience. |

Alternatively, you can check out the [Automation Engineer Course](https://www.edureka.co/masters-program/automation-testing-engineer-training) by Edureka and get certified!

**Q19. When should you opt for manual testing over automation testing?**

There are a lot of cases when manual testing is best suited over automation testing, like:

* **Short-time projects:** Automated tests are aimed at saving time and resources yet it takes time and resources to design and maintain them. For example, if you are building a small promotional website, it can be much more efficient to rely on manual testing.
* **Ad-hoc Testing:** In ad-hoc testing, there is no specific approach. Ad-hoc testing is a totally unplanned method of testing where the understanding and insight of the tester is the only important factor. This can be achieved using manual testing.
* **Exploratory Test:** This type of testing requires the tester’s knowledge, experience, analytical, logical skills, creativity, and intuition. So human involvement is important in exploratory testing.
* **Usability Testing:** When performing usability testing, the tester needs to measure how user-friendly, efficient, or convenient the software or product is for the end-users. Human observation is the most important factor, so manual testing sounds seems more appropriate.

**Q20.** **What are the phases involved in Software Testing Life Cycle?**

The different phases involved in the [software testing life cycle](https://www.edureka.co/blog/software-testing-life-cycle/#stlc) are:

|  |  |
| --- | --- |
| **Phases** | **Explanation** |
| **Requirement Analysis** | QA team understands the requirement in terms of what we will testing & figure out the testable requirements. |
| **Test Planning** | In this phase, the test strategy is defined. Objective & the scope of the project is determined. |
| **Test Case Development** | Here, detailed test cases are defined and developed. The testing team also prepares the test data for testing. |
| **Test Environment Setup** | It is a setup of software and hardware for the testing teams to execute test cases. |
| **Test Execution** | It is the process of executing the code and comparing the expected and actual results. |
| **Test Cycle Closure** | It involves calling out the testing team member meeting & evaluating cycle completion criteria based on test coverage, quality, cost, time, critical business objectives, and software. |

If you face any challenges with these Manual Testing interview questions, please comment on your problems in the section below.

**Q21. What is the difference between a bug, a defect and an error?**

**Bug** – A bug is a fault in the software that’s detected during testing time. They occur because of some coding error and leads a program to malfunction. They may also lead to a functional issue in the product. These are fatal errors that could block a functionality, results in a crash, or cause performance bottlenecks

**Defect** – A defect is a variance between expected results and actual results, detected by the developer after the product goes live. The defect is an error found AFTER the application goes into production. In simple terms, it refers to several troubles with the software products, with its external behavior, or with its internal features.

**Error** – An error is a mistake, misunderstanding, or misconception, on the part of a software developer. The category of developers includes software engineers, programmers, analysts, and testers. For example, a developer may misunderstand a design notation, or a programmer might type a variable name incorrectly – leads to an error. An error normally arises in software, it leads to a change the functionality of the program.