1. What exactly is postman

= it’s a a collaboration platform for api development. its also used by developer for developin and desgining api. But now its famous for tool. REST, SOAP,GraphQL is bridge btween postman as it’s a support protocall.

1. Why use postman?

= its easy and clean to use, u can perform exloratary testing, dynamic request, write test case, team workspance, mocking, monitoring.

1. When to use postman?

= you have few API request, team is little wellversed with code, small collection of api test

1. What are the drawback of postman ?

=not suitable for larger api, or 1000+ api request. Not suitable to manage code, if multiple api or dynamic request are there

1. Alternate of postman ?

= SoapUI, Jmeter, katalon studio

1. What are the HTTP methods ?

=get, post, put, patch, delete, option

1. Can you test SOAP request in postman

=YES

1. Get request ?

=retrieve the info by the given url, no effect in data,

1. Post request ?

=is used to send data to the server, for ex: customer info,file upload. With or without Auth

1. Patch request ?

= update some of the data of smaller update or few update then this method.

1. Put method ?

= replace all the values from the data. Or change all the data. Of the target resource.

So the diff between put and post is post create a newly created data and give a unique id, but put update it.

1. Delete is delete simple
2. What is HEAD http method?

=same as get but just transfer the status line and header section or metadata

1. How to validate API response ?

= status code, response body, headers.

1. How to import request from devtool to postman

= go to devtool, network tab, click get and right click, copy curl, in postman click import, select raw text, and paste it here

1. What are the Authentication support by postman ?

=go to authorization and see all the list.

1. What is Basic Auth, how to perform on postman ?

=Basic access authentication is a mthod for an HTTP user agent for ex: webbrowser to rewquest to have the username and password.

1. Digest auth ? how to perform in postman ?

=usernamen and pass are sent over to web browser after performing some HASH function, as its secure

1. What is bearer token ? and how to use it In postman?

=bearer token allows requests to authenticate using an access key such as json web token.

1. What is Oauth 1.0 and 2.0 ? how to use it in postman ?

=they are way to internet users to grant website or app to have the info of other website without giving their password

Go to authorization and choose oauth 2.0 , if u don’t have token create one, give all the url, and then it will have token, and use api, so oauth is register a app, which will give a token, and that token will have access to api.

1. How to add Headers in Postman ?

=go to the Header tab, you will send them a useragent, content type json, so all the info about the heders, and other info by the Body. So header means the meta info about the request.

1. What is the content-type?

=content type is telling the server what type of request of the format. Json/js/xml/pdf/

1. How to add coockie ?

=click to cookie tab, add a domain name , click add, cookies are key-value pair. So everytime now, everytime u request you send cookie.

1. What is workspace in postman ?

=workspace is basically allow you to an envo where you can work. You can add many user to your workspace to work. So different workspcace has diff style and type. So it’s a sandbox.

1. What is collection in postman ?

=it’s a just a a collection of request. All the type of info that is need to have a request for an api.

1. What is Monitor of collection?

=its basically means at a particular interval you want to check the response. click the 3dot of your collection in left. Click monitor collection. And add info you want to check.

1. Mocking in postman ?

= you have a particular api u don’t know endpoint, so developer creating api and give you a response, you can create a mock server of the url which is a dummy url, which will give you a response and u can write test case there.

Same process of 3dot of any collection , create. Clck the given url, and send.

1. How do you export a postman ?

=same 3dot and export, choose the collection v2 recommende. And export

1. How do you add test case verification in postman ?

=from the collection just open any request, click on the TESTS tab, from the right side list use some pre built test cases. And give it a send request.

1. What is prescript and post script ?

=pre script will run BEFORE the request and post will run AFTER. In pre request you can generate variable like username and info. And send them and append them to the body. And test case.

1. How to send ray, x-www-form-urlendcoded from data in post request. ?

=its all in the body tabe and 5 other tabs beneath it. Simple.

1. How to use Graphql in postman=?

=similar to post request with the graphql variable.

1. What is environement and how export it ?

= it’s a key-value pair of variable which help you to search for particular envo, staging envo, production envo. Its nothing but a key-value pairs fo json file.

1. What are diff type of variable in postman ?=

=local, global, collection, data,envoiroment

So in test tab if you create variable that’s local, if u running DDT that data level, collection level 3dot, edit and there you add your variable, and global Is environment variable.

1. How can we stop execution request or stop the collection run ?=

= postman.setNextRequest(null);

So if there is a api chaining, instead of null you have to type request name u want to stop.

1. What are libraries avaibale in postman ?

=Loadsh, chaijs, momentjs, GUID

1. What is postman console ?

=use to debug or variable output. Check the results

1. How to add proxy ?

=top right corner, click the antenna icon , add your proxy.

1. How to enable ssl verification in postman ?

=sometimes ssl is not added, u can got to settings tab, and toggle on the ssl.

1. Collection runner ?

=which will help you run the collection. Choose a collection, and click <-> button from right. And run. Which will run multiple request. 1 by 1. Then you can see failure and pass count and all info.