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Version History:

Version	Revised By	Summary	Approval	Date

- 1. Introduction to SQA and Testing
- 2. What is QA and QC
- 3. Typical Objectives of Testing(What we have to achieve in QA)
- 4. Testing and Debugging
- 5. Defects, Root Causes and Effects
- 6. Seven Testing Principles
- 7. The Psychology of Testing
- 8. Human Psychology and Testing
- 9. Tester's and Developer's Mindsets
- 10. QA Standards (IEEE and ISO)
- 11. What is UI
- 12. What is UX
- 13. What's the difference between verification and validation?
- 14. Test Activities and Tasks
- 15. STLC and SDLC
- 16. Static Testing and Dynamic Testing
- 17. Testing Techniques
- 18. Alpha Testing and Beta Testing
- 19. Requirement Analysis
- 20. Design Analysis
- 21. SQA Documentation
- 22. Test Planning and Estimation
- 23. Test Cases and Test Scenarios
- 24. Rules for TestCases
- 25. Bug Leakage and Bug Release
- 26. Problem Severity Classification

27. Bug Prioritization

28. Tools and defect Tracking

29. Backend and API Testing

Separate Plan

30. Database Testing

Separate Plan

31. Automation Testing

Separate Plan

32. Continuous Integartion/Contineous Development(CI/CD)

Separate Plan

33. Types and Levels of Testing

- Unit tests. Unit tests are very low level and close to the source of an application. ...
- Integration Testing
- Functional Testing
- Exploratory testing
- Positive Testing
- Reliability Testing
- Monkey Testing
- Usability Testing
- Compatibility Testing
- Negative Testing
- Synaity Testing
- Regression Testing
- End-to-end Testing
- Acceptance testing.
- Smoke Testing
- Beta Testing

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34. Performance Testing

Load Testing

Stress Testing
Volume Testing
Separate Plan
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35. Security Testing
System software security
Network security
Server-side application security
Client-side application security
Hacking attacks
Gateway Security
API Security
App revese engnieering
Separate Plan
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36. Artifical Inteligence Testing
