**Theoretical knowledge**

1. Changes have been made to our application. How much time would you spend testing each segment? Please indicate in % and explain your decision.

Answer: It's all related to the changes; if the functionality isn't significantly larger than the previous one, I would spend about an hour testing your application. Out of that, 20% would be allocated to checking the header and its functionality, 10% for reviewing the drop-down menu, another 20% for the body, followed by 20% for the footer. The remaining 30% would be dedicated to verifying the "Get in touch" field.

2. You found a bug during testing, what will you do to fix this problem? Indicate all possible options.

Answer: I would write a bug report and send it to the developer responsible for fixing issues.

3. The programmer returned your bug with a comment that this is not a bug, but you are sure otherwise, what are your actions?

Answer: I would provide the developer with arguments regarding this, for example:

I would reference the requirements where it specifies how the program should function.

4. You need to choose on which mobile devices you will test the app. By what criteria will you choose them and why?

Answer: I would choose mobile devices with up-to-date software, recent release years, and robust hardware for optimal performance.

5. Explain the process of checking the compatibility of the interface with different devices and browsers?

Answer: Testing on various devices and browsers is crucial because programs may behave differently across platforms. It helps ensure that the design is well-adapted, the applications function correctly on different operating systems, and their functionality remains intact without disruptions.

6. What in your personal opinion are the main aspects that you will test for different browsers/devices?

Answer: In my opinion, the main aspects of testing on different browsers and devices include: checking UI/UX, performance and load speed, functionality, usability, and compatibility.

7. How will you check interface compliance with design layouts and UI/UX standards?

Answer: I would review design specifications and conduct usability testing.