

ARYABHATTA IT SCHOOL

Wipro -50Cr //1yr

Cybage-80cr//6 months

TCS-60cr//3 months//FB//

Client-Mark zuckerberg

Business team-Provide all information to technical team

Technical team-(20 members)

- *Project manager*-Manage all activities
- *Architecture team*- Design the application
- *Development team*- Develop the functionality
- **Testing team- To test the application**
- *Production team*-Deployment
- *Other members*-Devops

Maintainance-(4members)

Software Testing:-To check application whether is bug free or error free, and provides expected output.

Need of testing-

- *Delivering the quality product.*
- *Satisfying user requirements.*
- *Avoiding customer dissatisfaction.*
- *We get bug free product.*
- *Making software more secure/reliable.*
- *Reducing maintenance cost.*

Quality-It is defined as satisfaction or justification of all user's requirements in an application

Advantages of testing:-

- *Quality product.*
- *Bug free/error free product.*
- *Client satisfaction.*
- *More business.*

What is Good tester?

- *Analytical skills.*
- *Technical skills(Code writing)*
- *Verbal and written communication.*
- *Patient/ Attitude*
- *Productivity(Time saving), Quality product provide.*

1. Manual Testing
2. Automation Testing(Core JAVA+ Selenium Webdriver)
3. API testing
4. Database Testing
5. 2 realtime project

Class fee-15,000

After placement-1 payment

Weekly mock interview

DIT-Development Integration Testing

SIT-System and Integration Testing

UAT-User Acceptance Testing

Deployment.

SQA(Software Quality Assurance)

- SQA is communication between customer and BA.
- Business analyst is responsible person.
- For software manufacturing or production whatever requirements are necessary BA and customer discussed on it.

Factors discussed in SQA:-

1. To meet customer requirement:-

Domain selection, requirement decide.

- Telecom domain-
- Banking domain-
- Pharma/Healthcare-
- Ecommerce-

2. To meet customer's Expectations:-

- Whatever be the facilities provides by customer, BA should discuss with company.
- Performance and security.

3. Costing of project:-

- Total amount of expenditure required for making the software is include in costing.
- Minimum time period with minimum cost should be preferable.

4. Time period/Duration:-

- Time duration plays an important role.
- Cycles in time period required to manufacture application in fixed time duration.

5. Escalation/Penalty:-

- If company exceeds time period of project then company has to be paid penalty accordingly.

6. Maintenance/Support :-

- Service provided by the company after the delivery.
- Technical or non technical.

SDLC/PDLC(Software/Program Development Life cycle)

- It is generalized process.
- This model is used for developing software application.
- Different types of stages available:-

1. Information Gathering:-

-BA is responsible person

-BA gathered all information from client.

-BA will prepare document called BRS(Business required specification).

-BRS contain overview of project.

Eg-Facebook-Login, homepage, chat, notification, friends, logout.

2. Analysis:-

-BA will prepare another document call SRS(Software required specification)/FRS(Functional requirement specification).

-SRS contain detailed information of project.

-SRS is made with reference of BRS.

-Each and every functionality is elaborated.

-SRS contains-

a) **Functional requirement**-Whatever be the requirement and each functionality that present is SRS.

Eg-Login, Logout, Profile upload, etc.

b) **Functional Flowchart**-Step of execution of functionality present in flowchart.

Eg-

1)Open flipkart

2)Login

3)Search product

4)Select and add to cart

5)Provide address

6)Payment

7)Logout.

c) **Graphical representation/Snapshot-**

-Pictures/Screenshot.

-It is a visualization of functionality of application.

-It is an approval taken from clients to proceed further/next.

3. Design-

-Architecture focused on design of functionalities and designed with the help SRS document.

Two types of Design-

1)High level design-

-Architecture is responsible person.

-Main functionality/Regularly/Main modules used functionality that considered in High level design.

Eg-Homepage, Logo, Search bar, Cart value, etc.

2)Low level design-

-UI developer is responsible person.

-Frequently used functionality/Sub modules that includes in low level design .

Eg-Contact us, About us, Policy, Help, etc.

4. Coding/Development-

-Developer is responsible person

-Two types of Development.

1)*Front end development*

-UI developer is responsible person.

- Front end like that are functionality mostly visible to client/User.

Eg-Amazon logo, Search bar, Flag, Languages, homepage, etc.

2)Back end development-

- DBA(Database administrator) is responsible person.

- Data like, User accounts, Credentials saved.

5. Testing-

- To check application whether it is bug-free or error free and provides expected output.

- Tester responsible person.

- 3 types of testing

a)WBT-White Box Testing

- Developer is responsible person

- Unit level testing.

- Coding knowledge is required.

- Developer will focused on positive scenarios.

b)BBT-Black Box testing

- Tester is responsible person.
- System and functional testing.
- Coding knowledge is not required.
- Both +ve and –ve scenarios focused.
- All types of testing has been performed.
- To check internal functionalities depends upon external functionalities.

Eg-MS word operate by externally, If we mute video call by clicking externally on mute button.

- If we get bug we will report to developer.

c)GBT-Gray Box testing.

- It is combination of WBT+BBT.
- Tester is responsible person.
- Both +ve and –ve scenarios focused.
- Coding knowledge is required.
- If we found any defect, then GBT tester will fix it at its level.

6. Maintenance/Support-

- Service provided by the company after the delivery.
- Technical or non technical.

Waterfall methodology

-It is step by step implementation of SDLC.

-Duration -3 months.

-It can not revert back to previous stage.

-each stage depends upon previous stage.

-If we found bug in testing, it will resolve after the cycle/duration.

-Mostly used in Product based company.

There are 6 stages involved in SDLC-

1-Information Gathering

2-Analysis

3-Design

4-CODing/Development

5-Testing

6-Maintainance

Agile Methodology

1-Kanban(5% company)

2-**Scrum agile**(95%company)

3-xp(Extreme programming)

4-Crystal

5-DSDM(Dynamic system Development Method)

Agile Scrum:-

- Sprint/Duration 1-4weeks.
- RFC/CR we can implement at any stage of project without any cost.
- Productivity increased because time duration decreased.
- It is used in product as well as service based companies.
- It can revert back to previous stage and we can contact to anyone in organization.
 - ❖ Stakeholder –Client
 - ❖ Product/Project owner(PO)-Business analyst
 - ❖ Scrum master-Project manager
 - ❖ Product backlog-BRS
 - ❖ Sprint backlog-SRS
 - ❖ Sprint-Duration
 - ❖ User stories-Functional requirement

Architecture of Agile Methodology

Stakeholder

Product owner

Product backlog

Estimation

Sprint backlog (User stories)

Test case design

Stakeholder-(Client/Customer):-

- He is main member of organization and top most body of organization.
- Provides bunch of requirement to Product owner.
- At any phase stakeholder can contact and requested for change.

Product owner(Business analyst):-

- Gathers all requirement from stakeholder.
- PO is the host of Estimation/Sprint planning meeting.
- After getting all req product owner prepare Product backlog.

Product/Project backlog:-

- Product backlog contains overview of total requirement.

Estimation(Sprint planning meeting):-

- PO** and **Scrum master** are host of Estimation.
- Held before every sprint.
- Choose specific requirements among all requirements for specific module.
- PO, Scrum master, Development team, Testing team**, other team member.
- Estimation is a sorting of requirements to development of module.
- Estimation is process of how to deal with problems when obstacle comes.
- Estimation contains 3 factors-
 - 1) **Knowledge**:-After team formation, each member should have knowledge about domain.
 - 2) **Efforts**:- 160hrs per months, no of requirements completed in how much efforts.
 - 3) **Complexion/Complexity**:- less knowledge, time, any queries.

Sprint Backlog:-

- Sprint backlog made by Product owner.
- Sprint backlog contains user stories.
- Sprint backlog contains detailed information of requirement which are required for development of module.
- Collection of user stories.

User stories:-

- User stories are nothing but functional requirements.
- User stories are get decided into Estimation.
- User stories are nothing but description of s/w features.
- These are type of users and what they want.
- Description and acceptance criteria.

Test case design:-

- Test case are designed by Tester.
- Test cases are prepared a/c to user stories.
- Testing strategies has been finalized.

Ceremonies/Meetings of Agile.

1) Estimation:-

- Time duration-2-4hrs
- PO** and **Scrum master** are host of Estimation.
- Held before every sprint.
- Choose specific requirements among all requirements for specific module.
- PO, Scrum master, Development team, Testing team**, other team member.

- Estimation is a sorting of requirements to development of module.
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2)Daily standup call:-(DSM)

- Duration -15 minutes.
- Scrum master is the host of daily standup call.
- Scrum master, Development team, Testing team, and other team member(Optional).
- Daily updates has been shared.
- Tracking and progression project has discussed.

i)What we did yesterday?

ii)What should we do today?

iii)Any blockers?

3)Sprint Review:-(Demo meeting)

- Duration-30-60 minutes.
- Stakeholder, Product owner, Scrum master, Development team, Testing team, and other members.
- Sprint review done at the end of the sprint by achieving the milestone.
- This is the time for team members to celebrate this accomplishments, demonstrate their work and get immediate feedback from stakeholder.
- Overall description has been by scrum master.

4)Retrospective meeting:-

- Duration-60 minutes.
- Held at the end of sprint.
- Product owner, Scrum master, Development team, Testing team, other team members.
- Agile is getting rapid feedback to make product well and good.
- Retrospective helps to understand what worked well, what were queries and obstacles are come in project.
- Retrospective are not just a time for complaint Without actions.

-Continue development/Improvement is what to sustain and drive development within agile.

5) Project Kick off meeting:- 30 minutes.

6) Sprint health check meeting:- 30-60 min

Advantages of Agile:-

1-Daily standup call:-

-Duration-15 minutes

-Scrum master, Development team, Testing team, other team member

-i)What we did yesterday?

ii)What should we do today?

iii)Any blockers?

-Project progression, Tracking of project.

2-Check points:-

-After some block of code, checkpoints are added for easy resolution and testing.

3-Implementation in Automation:-

-Minimum time,Less resource

-More accuracy, Effective

4-Sprint-wise delivery-

-In agile, sprint=1-4 weeks.

-So if module completes within sprint, it can directly deploy to production.

-it is also called as module-wise delivery.

Sanity Testing:-

- Build verification testing.
- Zero level testing.
- Tester acceptance testing.
- It is one day activity.
- QA will check build is stable or not
- Without sanity we can not proceed for next.
- We check Showstoppers. Rather than defect.
- Eg-error 404, page not found, service unavailable.
- Tester focus on validations:-

1-Basic core functionalities

- Eg-Logo, tabs, icons, buttons.

2-Tab validation

- Whether tab are interlinked or connected with each other.

- Eg-In Amazon mobile tab shows result for mobile, fashion shows result for fashion.

3-Link validation

- linking of functionalities.
- We check flows.
- Eg-During recharge, flow should be select
perepaid/postpaid-Mob no-Operator-Plan-Payment

4-Page validation

- Navigation testing.
- Eg-in online exam if we can navigate from 1st question to 5th questions.

5-GUI validation(Graphical user interface)

- We test interface which we interact directly;
- Verify logo, fonts, spelling , images, etc.

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System and Functional Testing(BBT):-

- Responsible person-Tester.
- We check on SIT environment. We verify and validate the functionalities.
- After sanity we perform BBT.
- Both positive and negative scenarios will be focused

- All types of defects we logged here.
- Coding knowledge is not required.
- To check internal functionalities depend upon external functionalities.
- After Integration testing and Sanity testing we perform BBT.
- 1-Functional testing
- 2-Usability testing

i. Functional Testing:-

1-Functional coverage:-

- We verify and validate the functionalities whether it is bug free.
- To check internal functionalities depend upon external functionalities.
- We check on SIT environment.

1) Behavioral coverage:-

-We check behavior and properties of functionalities, whether clickable or not.

Eg-If we insert textbox into MS word it should be clickable and editable.

2) Input domain coverage

3) Back end coverage

- whatever information we provide on front end that will stored in back end
- We check entered information on UI or front end that stored in back end correct or not/Verify.
- For every software there is a database.
- Eg-While creating/ Sign up for FB, we provide information like, FN, LN, DOB, etc, that will stored in back end.

4) Error handling coverage

5) Service level coverage

6) Calculation based coverage

2-Non functional coverage:-

