Software Testing Assignment

Module-1(fundamental)

1.What is SDLC

=> SDLC is a structure imposed on the development of a software productthat defines the process for planning, implementation, testing, documentation, deployment, and ongoing maintenance and support. There are a number of different development models.

2.What is software testing?

=> Software testing is a process used to identify the correctness, completeness, and quality of developed computer software.

3.What is agile methodology?

=> Agile model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product.

4.What is SRS

=> A software requirements specification is a complete descriptionof the behaviour of the system to be developed.

5.What is OOP.

=> Identifying objects and assigning responsibilities to these objects.

6.Write Basic concepts of oops

=> Object

Class

Encapsulation

Inheritance

Polymorphism

Abstraction

7.What is Object

=> is an instances of an class

: to crete memory for that class to access all the properties of an class expert private.

8.What is inheritance

=> properties of parent class extends in to child class.

9.What is class

=> is an collection of data member (variable) and member function (process, methods) with its behaviour i.e.

10.What is encapsulation

=> data hinding: wrapping up of data into single unit i.e.

11.What is polymorphism

=> ability to take one name having different forms.

12.Write SDLC phases with basic introduction

=> Requirements collection/gathering—Establish customer needs

Analysis--- Model and specify the requirements-“what”

Desing---Model and specify a solution-“Why”

Implementation---construct a solution In software

Testing---validate the solution against the requirements

Maintenance---repair defects and adapt the solution to the new requirements

=>basic introduction: A software development life cycle is essentialiy a series of steps, or phases, that provide a model for the development and lifecycle management of an application or piece of software.

13.Explain phases of the waterfall model

=>Simple and easy to understand and use

=>phases are processed and completed one at a time.

=>clearly defined stages.

=>well understood milestones.

=>Easy to arrange

14.Write phases of spiral model

=> Changing requirements can be accommodated.

=>Allows for extensive use of prototypes.

=>Requirements can be captured more accurately.

=>Users see the system early

15.Explain working methodology of agile model and also write pros and cons.

=>Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product.

=>Pros:

=>Is a very realistic approach to software development

=>Promotes teamwork and cross training?

=>Resource requirements are minimum.

=>suitable for fixed or changing requirement

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=>Cons:

=>Not suitable for handling complex dependencies.

=>More risk sustainability, maintainability and extensibility.

=>An overall plan, an agile leader and agile PM practice is a

Must without which it will not work.

=>There is very high individual dependency, since there is

Minimum documentation.

16.Write agile manifesto principles

=> Individual

Working software

Customer combination

Responding to change

* Usecase on online shopping product using COD.

Usecase on online shopping product using payment gateway

* Usecase on online book shopping
* Usecase on online bill payment system (Paytm)