

TOPS
TECHNOLOGIES

TRAINING | OUTSOURCING | PLACEMENT | Study Abroad

SOFTWARE QUALITY TESTING

ASSIGNMENT

MODULE – 1

MAYURKUMAR MAKWANA

Q:1 WHAT IS SDLC?

- SDLC is a software development life cycle.
- There are 6 type of concept.
- **REQUIREMENT GATHERING:**
 - Requirement gather from client what client want to do in their website or software.
- **ANALYSIS:**
 - Analysis means what to do and how to do
- **DESIGN:**
 - In phase developer design code to website front side.
- **IMPLEMENTATION:**
 - In this phase developer complete full coding of website or software.
- **TESTING:**
 - In this phase tester test website or software.
- **MAINTENANCE:**
 - In maintenance website or software maintain after launching market.

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Q:2 WHAT IS SOFTWARE TESTING?

- Software testing is process to identify correctness, completeness, and quality of development of software testing.
- **CORRECTNESS:**
 - Example checking WhatsApp image down, HD, high quality is correctness when website is in market.
- **COMPLETENESS:**
 - Is fulfil requirement of client.
- **QUALITY:**
 - Is fulfil requirement client and check website take proper load not fount bugs, defect, error.

Q:3 WHAT IS AGILE METHODOLOGY?

- Agile methodology is a group of software and is a combination of iterative and incremental process models.
- It provides flexibility and adaptability.
- Its work customer feedback.

Q:4 WHAT IS SRS?

- SRS is software requirement specification it defines requirement of software functionality performance and design.
- **Type of Requirement:**
- **FUNCTION REQUIREMENT:**
 - We can full fill requirement.
- **NON-FUNCTION REQUIREMENT:**
 - We cannot fulfil proper it can temporary.
- **CUSTOMER REQUIREMENT:**
 - It depends of customer what customer want in website or software.

Q:5 WHAT IS OOP?

- OOP is object-oriented programming a model that uses object working on function.

Q6 WRITE BASIC CONCEPT OF OOP?

- **Concept of OOP**
 - Object
 - Class
 - Abstraction
 - Inheritance
 - Encapsulation

- Polymorphism

Q:7 WHAT IS OBJECT?

- If any entity has own state and have own behaviour it's called object.
- Example: Pen, Paper etc...

Q:8 WHAT IS CLASS?

- Class is collection of objects it's called class.
- Example: Car, Bike, etc.....

Q:9 WHAT IS ENCAPSULATION?

- Encapsulation is data binding or data wrapping if you want to bind and data or wrap when use encapsulation.
- Example: Capsule, store chair up down, etc...

Q:10 WHAT IS INHERITANCE?

- Any object acquire properties present class to child class is called inheritance.
- Example: AC Remote, TV Remote, etc....

Q:11 WHAT IS POLYMORPHISM?

- Many ways to perform anything it's called polymorphism.
- There are two type:
 - Overloading
 - Overriding

Q:12 WRITE SDLC PHASE WITH BASIC INTRODUCTION?

- There are 6 type of phase in SDLC.
- **REQUIREMENT GATHERING:**
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Q:13 EXPLAIN WORKING METHODOLOGY OF AGILE MODEL AND ASLO WRITE PROS AND CONS?

- The agile model is combination of iterative model an incremental process and work of model is to break down the large project.
- Into small frames and we can work simultaneously on various area like planning, requirement analysis, design, coding, testing.
- **PROS:**
 - Its suitable for fixed or changing requirement.
 - It's very easy to manage and give flexibility to developers.
 - Functionality can be developed rapidly and demonstrated.

➤ **CONS:**

- Depend heavily on customers interaction if customer not clear about the requirement project can be driven in the wrong direction.
- Not suitable for handling complex dependencies.
- Dependent on client because there is a minimum documentation.

Q:14 EXPLAIN PHASES OF WATERFALL MODEL?

➤ The phase of waterfall model is as under:

➤ **REQUIREMENT GATHERING:**

- Requirement gather from client what client want to do in their website or software.
- There are two type of requirement:
 - Functional Requirement
 - Non-Functional requirement

➤ **ANALYSIS:**

- Analysis means what to do and how to do.

➤ **DESIGN:**

- In phase developer design code to website front side.

➤ **IMPLEMENTATION:**

- In this phase developer complete full coding of website or software.

➤ **TESTING:**

- In this phase tester test website or software.

➤ **MAINTANANCE:**

- In maintenance website or software maintain after launching market.

➤ **Three type of maintenance:**

➤ **Corrective:** We have to identify and repairing defect.

➤ **Adaptive:** Adapt from software to website or website to software.

- **Perfective:** Fulfil Requirement of client.

Q:15 WRITE PHASES OF SPIRAL MODEL?

- **PLANNING:**

- In planning phase, we have to define objective gather requirement

- **RISK ANALYSIS:**

- In risk analysis phase we have to identify poetical risk

- **ENGINEERING:**

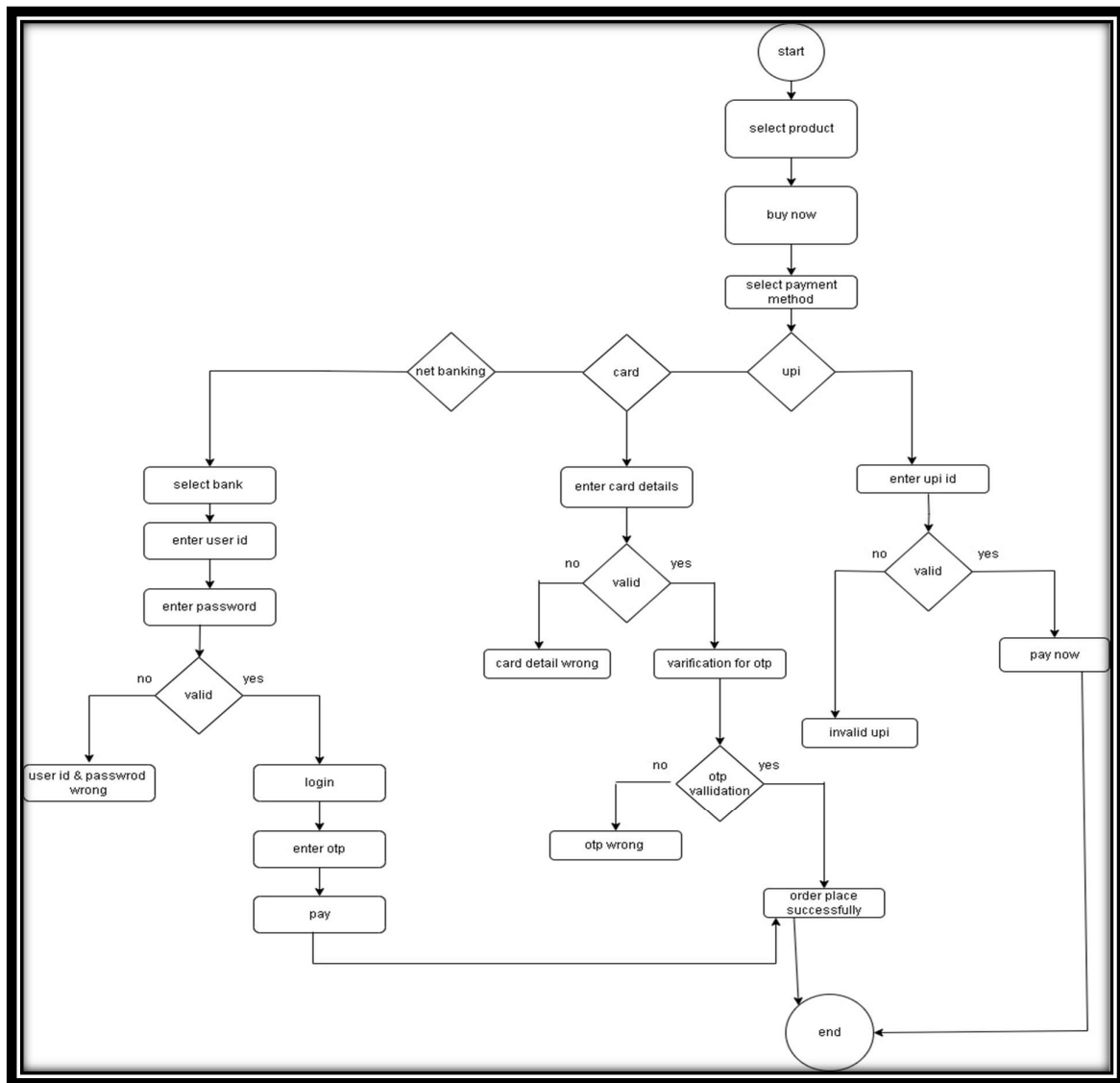
- In engineering phase, we have to develop the planes product and test the product.

- **EVALUATION:**

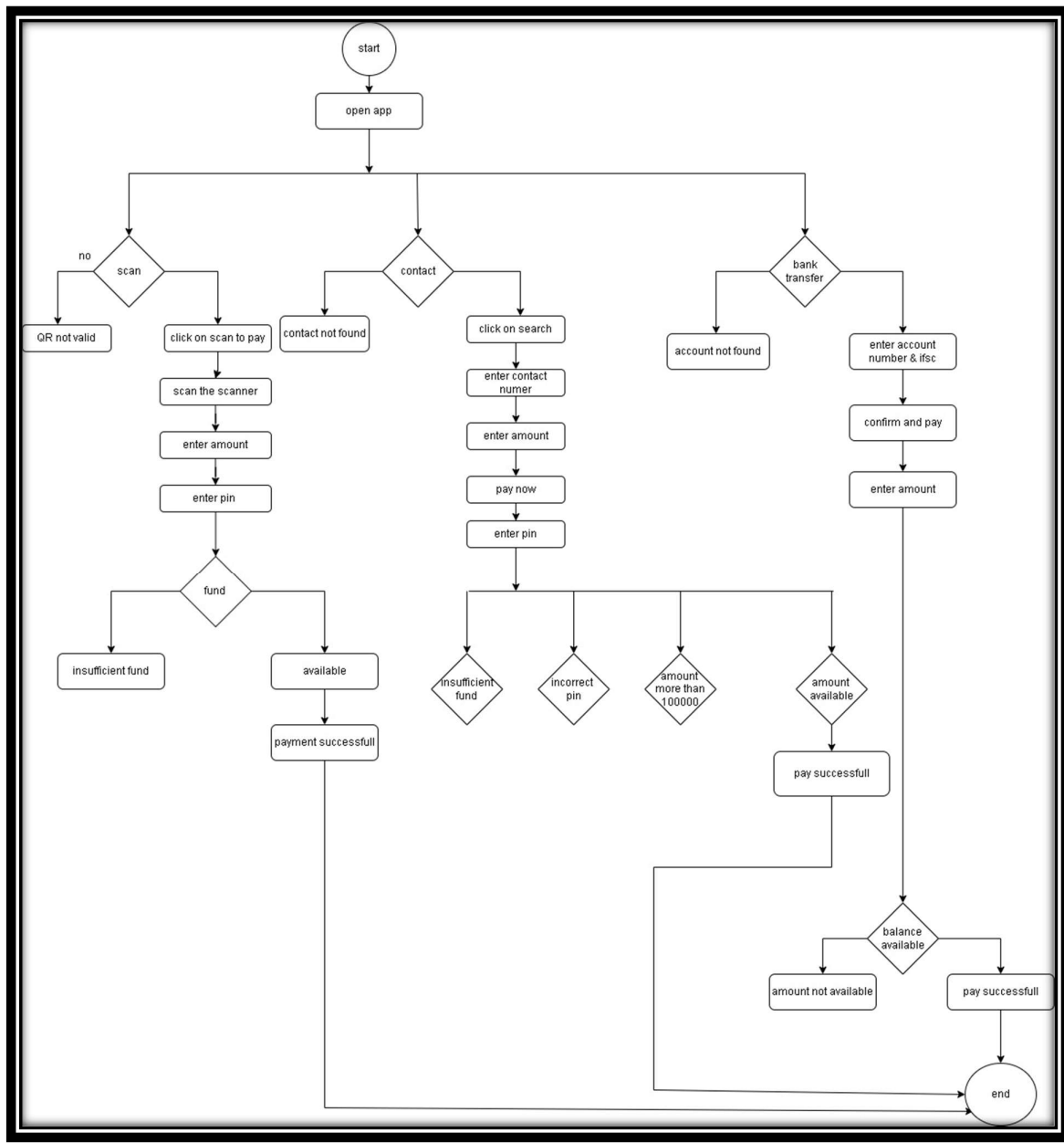
- In evaluation phase we have to test and evaluate the software product.



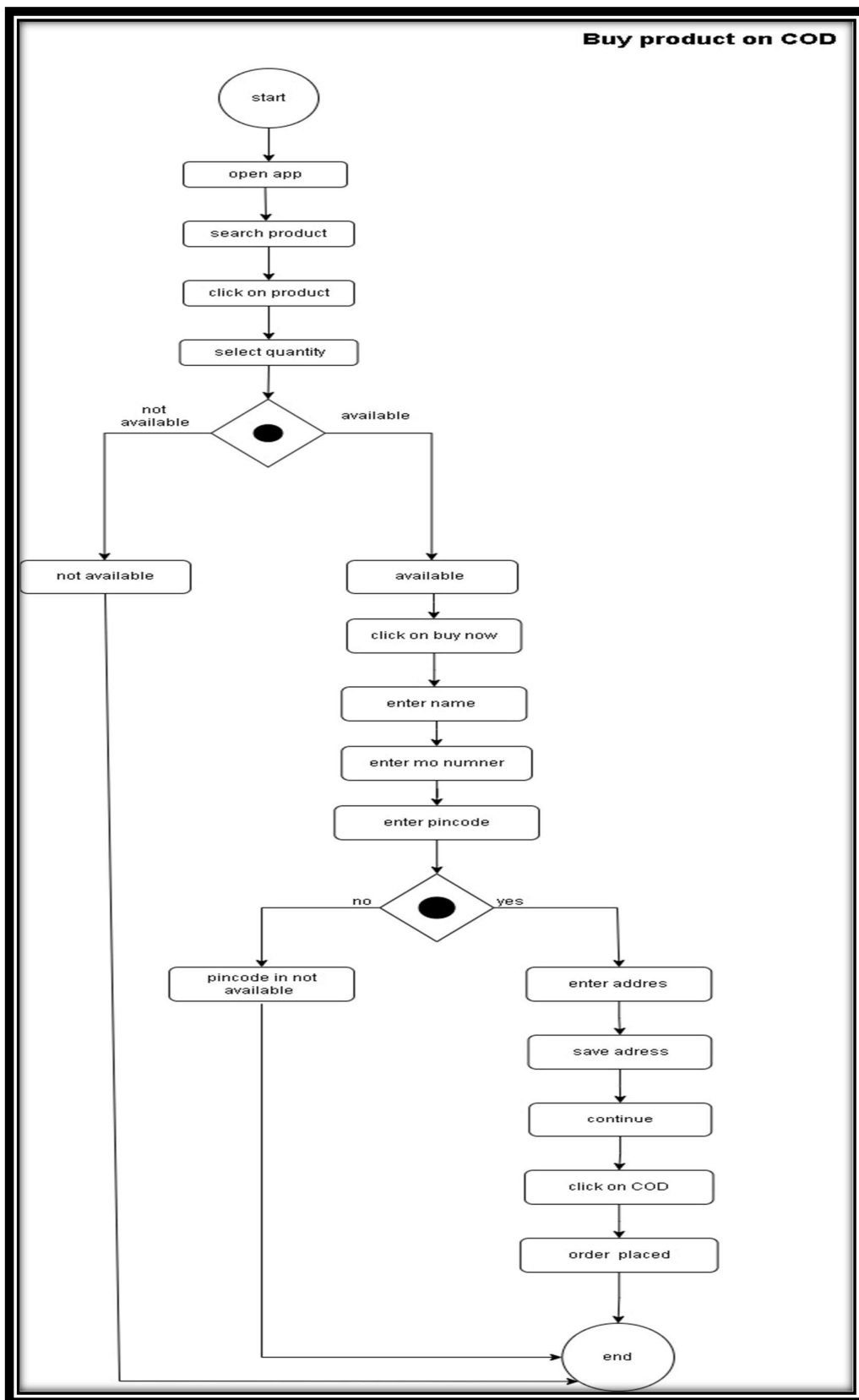
➤ PAYMENT GATEWAY FLOW DIAGRAM:



➤ PAYTM FLOW DIAGRAM:



➤ PRODUCT BUY ON COD:



➤ **BUY BOOK ONLINE:**

