Q 1. WHAT IS EXPLORATORY TESTING?

ANS- Exploratory testing is concurrent process where test design, execution and learning happen simultaneously.

Q 2 WHAT IS TRANCEABILITY MATRIX?

ANS- to protect against changes should be able to trace back from every system component to the original requirement that caused it presence.

Q 3. WHAT IS BOUNDARY VALUE TESTING?

ANS- The black box testing technique are helpful for detecting any error or threats that happened at the boundary values of valid or invalid partition rather than focusing centre of input data.

Q 4. WHAT IS EQUIVALENCE PARTITIONING TESTING?

ANS- It is the test design technique which use in black box testing, its aim is to treat group of inputs as a equivalent and select one representative input to test them all.

Q 5. WHAT IS THE INTEGRATION TESTING?

ANS- Integration testing is a level of testing process where individual units are combined and tested group.

Q.6 WHAT DETERMINES THE LEVEL OF RISK?

ANS- A properly designed test that passes, reduce the level of risk in the system.

A Risk could be any future event with negative consequence.

Q 7. WHAT IS ALPHA TESTING?

ANS- it is done on developer side called as Alpha Testing, usually performed in virtual environment within the organization.

Q 8. WHAT IS BETA TESTING?

ANS- It is done at customer side called as Beta Testing, usually performed in real Time Environment and outside the organization.

Q.9 WHAT IS COMPONENT TESTING?

ANS- A minimal software item that can be tested in isolation. The testing of individual software components.

Q.10 WHAT IS FUNCTIONAL SYSTEM TESTING?

ANS- Testing based on an analysis of the specification of functionality of system.

Function- What system does.

Specification- E.g., requirement specification, user cases, comparing actual result with expected result.

Q 11. WHAT IS NON-FUNCTIONAL TESTING?

ANS- Non-functional testing means the attributes of the component or system that do not related to functionality E.g., reliability, efficiency, usability, maintainability and portability.

Non-Functional testing includes performance testing, load testing, stress testing, usability testing, maintainability testing, reliability testing

Q.12 WHAT IS A GUI TESTING?

ANS- Graphical user interface testing involved checking the screen with control like menus, icons, buttons, all types of bars- tool bar, dialog boxes and windows etc.

Q 13. WHAT IS ADHOC TESTING?

ANS- Adhoc testing is an informal testing type with an aim to break the system.

Main aim of this testing is to find defect by random checking application without any test cases or any business requirement.

Q.14 WHAT IS LOAD TESTING?

ANS- It’s a performance testing to check system behaviour under load. Testing an application under heavy loads, such as testing of web site under arrange of loads which determine at what point the system’s response time degrade or fail when multiple users access it simultaneously.

Q 15. WHAT IS STRESS TESTING?

ANS- System is stressed beyond its specification to check how and when it fails. It performed under heavy load like putting large number beyond storage capacity, complex database queries, continuous input to system or database load.

It checks whether system showing error message under extreme conditions.

Q 16. WHAT IS WHITE BOX TESTING AND LIST THE TYES OF WHITE BOX TESTING?

ANS- Testing is based on the analysis the internal structure of component and system.

In this testing testers require the knowledge of how the software is implemented, how it works.

WHITE BOX TESTING TYPES-

1.STATEMENT COVERAGE TESTING

2.DESCISION COVERAGE TESTING

3.CONDITION COVERAGE TESTING

Q 17 WHAT ARE THE BLACK BOX TESTING? WHAT ARE THE DIFFERENT BLACK BOX TECHNIQUES?

ANS- Testing is either functional or non- functional without reference to the internal structure of the component or system.

Types of black box testing-

1.EQUIVALANCE PARTITIONING-

is the test design technique which use in black box testing, its aim is to treat group of inputs as a equivalent and select one representative input to test them all.

2.BOUNDARY VALUE ANALYSIS-

The black box testing technique are helpful for detecting any error or threats that happened at the boundary values of valid or invalid partition rather than focusing centre of input data.

3.DECISION TABLES-

It is black box testing used to test system behaviour(output) for different input combinations.

This why it is also called as Cause-Effect table where cause and effect are captured for better test coverage.

4. Condition coverage –

This is closely related to decision coverage but has better sensitivity to control flow.

Q. 18 MENTION WHAT ARE THE CATEGORIES OF DEFECTS?

ANS- CATAGORIES OF THE DEFECT-

1.DATA QUALITY/DATABASE DEFECTS- Dealing with improper handling of data in database.

2.CRIRTICAL FUNCTIONALITY DEFECTS- This happen when there is crucial functionality of application.

3.FUNCTIONALITY DEFECTS- These defects affect the functionality of application.

4.SECURITY DEFECTS-Application security defects generally involved handling of data sent from the user to the application.

5.USER INTERFACE DEFECTS- THE defects can relate to UI are usually less severity.

Q 19 MENTION WHAT IS BIGBANG TESTING IS?

ANS- In bigbang integration testing all components or modules is integrated simultaneously, after which everything is tested as a whole.

Q 20. What is purpose of exit criteria?

Ans- Exit criteria define the item that must be completed before testing can be concluded.

Q 21. WHAT SHOULD “REGRESSION TESTING” BE PERFORMED?

ANS- Regression testing is a type of software testing that verifies that changes made in the system, such as bugs fixes or adding new features or any updating, do not impact on previously working functionality.

Q 22. WHAT IS 7 PRINCIPALS? EXPAIN IN DETAIL?

ANS- GENENRAL SEVEN PRINCIPALS-

1. TESTING SHOWS PRESENCE OF DEFECTS- Testing can show that defects are present, but cannot prove that there are no defects. If there is no defects are found, it is not proof that correctness in the software.
2. EXHAUSTIVE TESTING IS IMPOSSIBLE- Testing on everything including all combination of input and precondition is not possible.
3. EARLY TESTING- Testing activities should start as early as possible in the software or system development life cycle and should be focused on defined objectives.
4. DEFECT CLUSTERING- The defect won’t be equally disputed across application functionalities rather you will get majority of the defects from the small number of functionalities or module.
5. PESTICIDES PARADOX- If same set of test cases are executed again and again over the period of the time, these tests won’t be capable enough to identify new defects in the software.

To resolve this problem, we need to review and update the test cases regularly.

1. TESTING IS BASICALLY CONTEXT DEPENDENT- Testing is basically context dependent. Different types of software need to perform different types of testing. The testing of e-commerce site is different from to testing of Android application.
2. Absent of error Fallacy- If a built of the software is 99% bug-free but it does not follow the user requirement the n it is unusable.

It is not necessary that software is 99% bug-free but it also mandatory to fulfil all the customer requirements.

Q.23 DIFFERENCE BETWEEN QA V/S QC V/S TESTER.

ANS- QUALITY ASSURANCE

|  |  |  |  |
| --- | --- | --- | --- |
| SR NO. | - QUALITY ASSURANCE | QUALITY CONTROL | TESTING |
| 1 | QA is proactive approach of quality management which focuses on the preventing of the defect at the process level. | QC is the reactive approach of the quality which works by finding the defects of the product itself. | Activity which ensures the identification of bugs/error/defects in the software. |
| 2 | It is process oriented. | It is product oriented. | It is product oriented. |
| 3 | Preventing approach. | Corrective approach. | Corrective approach. |
| 4 | Defect prevention. | Defect detection. | Defect detection. |
| 5 | CFT is responsible. | Quality Team is responsible. | Tester team is responsible. |
| 6 | It is subset of software test Life Cycle (STLC). | QC can be considered as the subset of quality assurance. | Testing is the subset of quality control. |

Q 24. DIFFERENCE BETWEEN SMOKE AND SANITY?

ANS-

|  |  |  |
| --- | --- | --- |
| SR NO. | SMOKE TESTING | SANITY TESTING |
| 1 | Smoke testing is performed to ascertain that the critical functionalities of the program is working fine. | Sanity testing is done to check the new functionality/bugs have been fixed. |
| 2 | This testing is performed by developers or tester. | Sanity testing is usually performed by tester. |
| 3 | Smoke testing usually documented or scripted. | Sanity testing usually not documented or unscripted. |
| 4 | Smoke testing is subset of regression testing. | Sanity testing is subset of Acceptance testing. |
| 5 | Smoke testing exercises the entire system from end to end. | Sanity testing exercise only the entire system. |
| 6 | Smoke testing is like General Health check. | Sanity testing is specialized health. |

Q 26. DIFFERENCE BETWEEN VERIFICATION AND VALIDATION?

ANS-

|  |  |  |
| --- | --- | --- |
| SR NO. | VERIFICATION | VALIDATION |
| 1 | Are you building product, right? | Are you building the right product? |
| 2 | Done by developer. | Done by tester. |
| 3 | The process of evaluating work-product  (not the actual final product) of a development phase to determine whether they meet the specified requirements for that phase. | The process of evaluating software during or at the end of the development process to determine whether it satisfies specified business requirements. |
| 4 | Review  Walkthroughs  Inspections | Testing |
| 5 | It is doesn’t involves executing code. | It always involves executing the code. |
| 6 | Plans, requirement specs, design specs, coding, test cases. | It is actual product/software. |

Q 27. EXPAIN TYPES OF PERFOMANCE TESTING?

ANS- 1. LOAD TESTING- It performance testing to check system behaviour under load. Testing an application under heavy loads.

Load testing is a kind of performance testing which determines a system’s performance under real-life load condition. This testing helps determines how the application behaves when multiple user access it simultaneously.

2. Stress Testing- Stress testing technique that determine the robustness of the software by testing beyond the limits of normal operations.

It verifies the stability and reliability of the system. Stress testing what is response time of the software under the heavy load. This testing ensure that system would not crash under crunch situation.

3. Endurance Testing- Stress testing also called as endurance testing. In this testing application tested with an expected load for long period of time to check whether the application can handle the load for that period.

4. Spike Testing- spike testing where sudden increased or decreased of user load (i.e., traffic) is done on the application to check how the application is behaving performance under this condition.

5. Volume Testing- Volume testing is large amount of data is added to the database of application and test whether the application can handle the data.

6.Scalibility testing- Scalability testing where testing the flexibility of the application to scale up the proportion to the increased the demands of user workload.

Q 28. WHAT ERROR, DETECTS, BUG AND FAILTURE?

ANS-

ERROR- The problem in code leads to error, which means that the mistake can occur due to the developer’s coding as the developer misunderstood the requirement or the requirement was not defined correctly.

DEFECTS- Commonly refers to several troubles with the software products with external behaviour or with its internal features.

BUGS- Fault in a program which causes the program to perform in unintended manner.

Failure- Inability of the system or component to perform its required functions within specified performance requirements.

Q.29 DIFFERENCE BETWEEN PRIORITY AND SEVERITY.

ANS-

|  |  |  |
| --- | --- | --- |
| SR. NO. | PRIORTY | SEVIRTY |
| 1 | Severity is basically a parameter that denotes the total impact of a given defect on any software. | Priority is basically a parameter that decides that order in which we should fix the defects. |
| 2 | Severity is a term that denotes how severely a defect can affect the functionality of the software. | Priority is a term that defines how fast we need to fix a defect. |
| 3 | The value of severity is objective. | The value of priority is subjective. |
| 4 | Severity is Customer-Focused. | Priority is Business-Focused. |
| 5 | Severity types are Critical, Major(high), Major(medium), Minor, Cosmetic. | Priority types are Low, Medium, high, Critical. |
| 6 | The testing engineer basically decides a defects severity level. | The product manager basically decides a defects priority level. |

Q.30 WHAT IS BUG LIFE CYCLE?

ANS- A computer bug is a error, flaw, mistake, failure, or fault in a computer program that prevents it from working correctly or produces an incorrect result.

The duration or time span between the first-time defects is found and the time that it is closed successfully, rejected, postponed or deferred is called as “Defect Life Cycle”.

DUPLICATED

REJECTED

DEFFERED

NOT A BUG

ASSIGNED

NEW

OPEN

FIXED

PENDING RETEST

RE-OPENED

RETEST

VERIFIED

CLOSED

1. New- When a new defect is logged and posted for the first time. It is assigned a status as NEW.
2. Assigned- Once the bug is posted by the tester, we can say that is approved by tester and it is assigned to developer team.
3. Open- The developer starts analysing and works on the defect to fixed it.
4. Fixed- When developer make a necessary code and verifies the chance, he can make bug status as “Fixed”.
5. Pending retest- when developer give particular code to testing for the tester for retest. Since the software remain pending from tester side it is called as “pending retest.”
6. Retest- In this stage tester retesting the code which send by developer and check whether defect is fixed or not.
7. Verified- After the retesting the defect, this particular bug now fixed in software so tester assigned status as “verified” for that fixed bug.
8. Reopened- If the continue even developer has fixed bug, the tester changes the status to “Reopened”, once again bugs go through bug life cycle.
9. Closed- If bugs is no longer exists in the software, it is assigned status as ”Closed”.
10. Duplicate- Sometimes it may happen that defect is repeated twice or defect is same as any other defect then it is marked as “Duplicate”.
11. Rejected- If defect is not considered a genuine defect as per developer thought then it is mark as “Rejected”.
12. Deferred-If the present bugs is not a prime priority and it can be fixed on next release then status “Deferred”.
13. Not a bug- If it does not affect the functionality of the application then the status assigned to such bug is “Not a bug”.

Q.31- WHAT IS DEFFERENCE BETWEEN FUNTIONAL TESTING AND NON-FUNCTIONAL TESTING?

ANS-

|  |  |  |
| --- | --- | --- |
| SR.NO. | FUNCTIONAL TESTING | NON-FUNCTIONAL TESTING |
| 1 | Functional testing is performed using functional specification provided by client and verifies the software against the functional requirements. | Non-functional testing checks the reliability, scalability, and other non-functional aspects of the software system. |
| 2 | Functional testing is executed first. | Non-functional testing should be performed after functional testing. |
| 3 | Manual testing or automation tools can be used for functional testing. | Using tools will be effective for the testing. |
| 4 | Business requirements are the inputs to functional testing. | Performance parameters like speed, scalability are inputs to non-functional testing. |
| 5 | Functional testing describes what product does. | Non-functional describes how good the product works |
| 6 | Easy to do manual testing | Tough to do manual testing. |
| 7 | Types of Functional testing-  Unit testing  Smoke testing  Sanity testing etc. | Types of Non-functional testing-  Performance testing  Load testing  Volume testing  Stress testing etc. |

Q 32. WHAT IS DIFFERENCE BETWEEN THE STLC (SOFTWARE TESTING LIFE CYCLE) AND SDLC (SOFTWARE DEVELOPMENT LIFE CYCLE)?

ANS-

|  |  |  |
| --- | --- | --- |
| SR. NO. | SDLC | STLC |
| 1. | Entire software development process. | Testing phase of the software development process. |
| 2. | Develop high quality software system. | Ensure software quality through the testing. |
| 3. | Requirement gathering, coding, deployment etc. | Test planning, test execution, defect  Tracking etc. |
| 4. | Software product. | Tested software to find out defects. |
| 5. | SDLC encompasses STLC. | STLC is subset of SDLC. |
| 6. | Here coding is carried out by developer team. | Here the tester or testing team prepares test cases. |
| 7. | All kind of testing aspects are trial and tested here. | All test cases and plans are put to test and reviewed for any bugs or errors. |

Q.33 WHAT IS DIFFERENCE BETWEEN TEST SCENARIOS, TEST CASES AND TEST SCRIPT?

ANS-

|  |  |  |  |
| --- | --- | --- | --- |
| SR. NO. | TEST SCENARIOS | TEST CASES | TEST SCRIPTS |
| 1. | A scenario is any functionality that can be tested. It is also called test condition or test possibility. | Test cases are set of steps, conditions and inputs which can be used while performing the testing tasks. | A sequential instruction that detail how to execute a business function. |
| 2. | It derived from test artifacts like business requirement specification (BRS), software requirement specification (SRS). | It derived from test scenario. | It derived from test cases. |
| 3. | Test scenarios more focused on” what to be tested”. | Test cases more focused on “how to be tested”. | Test script more focused on the expected result. |
| 4. | Mostly one- line information. | Mostly detail information. | Mostly detail information. |
| 5. | Test scenarios is nothing but test procedure. | Test cases consist set of inputs, pre-conditions, developed to cover certain test conditions. | Test script consist set of instructions that will be performed on the system under test to test that system function as expected. |
| 6. | Test scenarios are the high-level documents which it cannot easy to test and execute the scenarios by someone who don’t have the good knowledge of project or product. | Test cases represents low level documents which it can be easily test or executed test cases, no matter the person have the good knowledge of the project or product. | Test script is low level documents which it can easy to test and execute test and execute the application by someone who don’t have the good knowledge of the  Project or product. |

Q. 34 WHAT IS TEST PLAN IS? WHAT IS THE INFORMATION THAT SHOULD BE COVERED?

ANS- A document describing the scope, resources and schedule of intended test activities.

It covered the following information-

* Test planning strategy- All project required a set of plan and strategies which define how testing will be conducted.
* Test planning factors-

The organisation’s test policy.

Testing objectives

Project risks- e.g., Business, technical, people

Constraints- e.g., Business imposed, financial, contractual etc.

Criticality (eg. System/component level)

Testability

Availability of resources.

Test plan is continuously refined.

As more information become available.

As new risks arise or others are mitigated.

Not a concrete, but changes must be carefully managed.

* Test planning activities-

Acquisition, supply, development, operation and maintenance.

Making decision about-

What to test?

Who to testing?

When and how the test activities should be done and when they should be stopped?

How the test results will be evaluated?

Assigning the resources for different tasks defined.

* Entry and exit criteria-

Entry criteria- entry criteria give the prerequisite item that must be completed before testing can begin.

Exit criteria- Exit criteria define the item that must be completed before testing can be concluded.

Q.35 WHAT IS PRIORITY?

ANS- Priority is a relative and business-Focused. priority status is set by the tester to development mentioning the time frame to fix the defect. If high priority defect is mentioned the developer has to fix it the earliest. Priority status is set by considering customer requirement.

Q 36. WHAT IS SEVERITY?

ANS- Severity is absolute and customer-Focused. it defines the impact that a given defect has on system.

Q.37 BUGS ARE CATEGORIES ARE-

Ans- Data Quality/Database Defects- Dealing with improper handling of data in the database.

Example- value not deleted or inserted into the database properly.

1. Critical Functionality Defects- The occurrence of these bugs hampers the crucial functionality of the application.

Examples- Exceptions

1. Functionality Defects- These defects affect the functionality of application.

Example- All JavaScript error.

Button like delete, insert, cancel not performing their intended function.

1. Security Defects- Application security defects involve improper handling of the data sent from the user to the application.

Example-

Authentication: Accepting an invalid username/password.

Authorization: Accessibility to pages though permission not given.

1. User Interface Defects- As the name suggests, the bugs deal with problem related to UI are usually considered less severe.

Example-

Spelling mistake.

Alignment problem.

Q 36 ADVANTAGE OF BUGZILLA-

ANS-

1. Advanced search capabilities.
2. E-mail Notification.
3. Modify/file bugs by e-mail
4. Time tracking
5. Strong Security
6. Customization Localization

Q 37 WHAT ARE THE DIFFERENCE METHODOLOGIES IN AGILE DEVELOPMENT MODEL?

ANS-

1. SCRUM- SCRUM is an agile method which concentrates particularly on how to manage the tasks within a team-based development environment.
2. Kanban- kanban is a very popular framework for development in agile software development methodology.
3. Extreme programming (XP)- Extreme programming is a methodology that emphasizes teamwork, communication, and feedback. It focuses on constant development and customer satisfaction.
4. Crystal- Crystal addresses prompt delivery of software, regularity, less administration with high involvement of users and customer satisfaction.

Q. 38 EXPLAIN THE DIFFERENCE BETWEEN AUTHORIZATION AND AUTHENTICATION IN WEB TESTING? WHAT IS THE COMMON PROBLEM FACED IN WEB TESTING?

ANS-

|  |  |  |
| --- | --- | --- |
| SR. NO. | AUTHENTICATION | AUTHORIZATION |
| 1 | The process to identifying someone | The process of verifying what user can access. |
| 2 | In the AUTHENTICATION process, user  Or person is verified. | In the AUTHORIZATION process, user or person are validated. |
| 3 | It is done before the authorization process. | It is done after the authentication process. |
| 4 | It needs usually the user’s login details | While it needs the user’s privilege or security level. |
| 5 | Authentication is determined whether the person is user or not. | While it determines what permission does user have? |
| 6 | Generally, transmit information through an ID Token. | Generally, transmit information through an access Token. |
| 7 | The user authentication is identified with username, password, face recognition, retina scan, fingerprints etc. | The user authorization is carried out through the access rights to resources by using roles that have been pre-defined. |
| 8 | Example: employees in the company are required to authenticate through the network before accessing their company email. | Example: after an employee successfully authenticates, the system determines what information the employee is allowed to access. |

What is the common problem faced in web testing?

ANS-

Authentication: Accepting an invalid username/password.

Authorization: Accessibility to pages which user not have permission.

Q 39 WHEN TO USE USABILITY TESTING?

ANS -It is a method of testing the functionality of website, app or other digital product by observing real user as they attempt to complete tasks on it.

Q 40. WHAT IS PROCEDURE FOR GUI TESTING?

ANS- Graphical user interface testing is the process of testing the system’s GUI under the test GUI INVOVLE:

* Check all GUI elements for size, position, width, length and acceptance of characters or numbers. For instance, you must be able to provide the inputs in input Field.
* Check the executed intended functionality of the application using the GUI.
* Check error messages displayed correctly.
* Check menu, buttons, icons, all types of bars- tool bar, menu bar, dialog box and windows.
* Check that images have good quality.
* Check that the images are properly aligned.

Q. 41 TEST SCENARIO ON PEN STAND

|  |  |  |
| --- | --- | --- |
| SR NO. | Test scenario (positive) | Test scenario (negative) |
| 1 | Verify the material of the pan stand whether it is wood, plastic or glass or stainless steel. | Verify the plastic pen stand is looking faint colour over time. |
| 2 | Verify the logo of the company who is made the peen stand. | Verify if it is wood pen stand then in rainy season it gets swell. |
| 3 | Verify its hight, width, dimension of the body. | Verify if its wood material pen stands it wood chances to begins termite. |
| 4 | Verify the wight of the pen stand. | Verify if pen stand occupied so much space on the table so cannot put another object in that place. |
| 5 | Verify how it will occupy much space of the table. | Verify if pen stand has complex shape, it is very difficult to clean those pen stand. |
| 6 | Verify the colour of outer body of the pen stand. | Verify the pen stand body has made by glass and if it accidentally falls it can be break easily. |
| 7 | Verify multiple pens are support in pen stand. | Verify if there is limitation of pen to put in pen stands. We can’t put the more pens over the limitation. |
| 8 | Verify that the pen stand is stable enough to take an average pen weight. | Verify if multiple pen places upside down in pen stand, there is very high chances to leak the pen ink in bottom surface of the pen stand it may useless the pen stand. |
| 9 | Verify pen stand material is easily breakable or unbreakable. | Verify if multiple pens keep in the pen stand without caption so it may hurt to hand while taking pen from pen stand |
| 10 | Check the bottom surface supportive or not. | Verify if bottom surface of pen stand is rough or not perfect dimension it can not support the multiple pens. |
| 11 | Verify condition of the pen stand when weather get changes. | Verify if pen stand weight is heavy it difficult to shift another place. |
| 12 | Verify effect of summer whether on the pen stand. | Verify if pen stand is square or triangular in shape, the corner edges of the pen stand can chance to get hurt. |
| 13 | Verify the edges of the pen stand is needed to be a round shape. | Verify that if the pen stand is stainless steel material it is increase the rate of corrosion. |
| 14 | Verify the size of pen stand as per specification. |  |
| 15 | Verify the mechanism of the pen stand it is easily movable. |  |
| 16 | Verify the look and feel of pen stand. |  |
| 17 | Verify there is other function feature also attach to pen stand like key holder or watch holder. |  |

Q 42. TO CREATE SCENARIO OF GMAIL (RECEIVING MAIL)

ANS.

|  |  |  |
| --- | --- | --- |
| SR. NO. | TEST SCENARIO (POSITIVE) | TEST SCENARIO (NEGATIVE) |
| 1 | Verify that the Gmail login page is accessible from the Gmail homepages. | Verify that there should be internet to access Gmail account in your device. |
| 2 | Verify that login with valid credentials. | Verify that login page is redirect from google search engine if user searching for “Gmail login” in searching option. |
| 3 | verify the sign in with correct email id and correct password. | Verify that login not happen with invalid user and invalid password. |
| 4 | Verify login button is working properly, after clicking om login button the Gmail account of the user is display. | Verify that after login with right username and password redirect the inbox page of user Gmail account. |
| 5 | Verify that a newly received email is displayed as highlighted in the inbox. | Check sends an email without any recipient. |
| 6 | Verify that newly received email has correctly displayed sender email id or name, mail subject or mail. | Attach a file with unsupported format for emails. |
| 7 | Verify that on clicking the newly received email, the user navigates the email. | Attach an attachment is unsupported for any file size limit is more than 25 MB per email. |
| 8 | Verify that email content is correctly displayed with the desired source formatting. |  |
| 9 | Verify that attachments are attached to email and downloadable. |  |
| 10 | Verify that attachments are scanned for viruses before download. |  |
| 11 | Verify that emails which are read it is highlighted. |  |
| 12 | Verify that readable message or unreadable msg have mail receiving time appended at the end on email list displayed in the inbox. |  |
| 13 | Verify that All received read message and unread message save in inbox. |  |
| 14 | Verify that count of unread emails is displayed alongside ‘inbox’ text in the left sidebar of gmail. |  |
| 15 | Verify that unread email count increases by one on receiving a new email. |  |
| 16 | Verify that unread email count decreases by on that reading email in the inbox. |  |
| 17 | Verify that newly received email has correctly displayed sending time. At right side of the email. |  |
| 18 | Verify that all email gets piled up in ‘inbox’ section and get deleted automatically if email is cross the limit of 1000 email in the inbox. |  |
| 19 | Verify that check box which consist left of received email get selected when user click on it. |  |
| 20 | Verify that after select the star icon which nearer to check box of every email goes to starred mail categories. |  |
| 21 | Verify that after click on archive sign which consist right side of email in inbox email get compressed. |  |
| 22 | Verify that email get deleted after on delete icon which consist right side of received email. |  |
| 23 | Verify that email showing unread (it is read or not) if user clicked on unread symbol. |  |
|  | Verify that moves the cursor on the name of sender of received mail it showing all sender detail with email id. |  |

ONLINE SHOPPING TO BUY PRODUCT(FLIPKART).

|  |  |  |
| --- | --- | --- |
| SR. NO. | TEST SCENARIO (POSITIVE) | TEST SCENARIO (NEGATIVE) |
| 1 | Check there is internet connection for login the Flipkart website on browser. |  |
| 2 | Check there consist browser for opening Flipkart online shopping website. |  |
| 3 | Check whether user login the website using proper validation for username and password. |  |
| 4 | Check whether the home page should be displayed after a successful login. |  |
| 5 | Check if the user’s name is displayed on the product page or not. |  |
| 6 | Check if the home page is OPEN in different WINDOW or different TAB. |  |
| 7 | Check if the search functionality is available on the SPECIFIED product page or not. |  |
| 8 | Check that the company logo is visible. |  |
| 9 | Ensure all the text – product name, category name, price, and product description- is visible. |  |
| 10 | Check that all the images of every angel of product are visible. |  |
| 11 | Check the alignment on the product page. |  |
| 12 | Check if the user profile is available on the specified product page or not. |  |
| 113 | Check if the user’s name is available on the specified product page or not. |  |
| 114 | Check that the products should display an image, name, price, and maybe customer ratings and a number of reviews. |  |
| 15 | Adding a product to the cart should be possible |  |
| 16 | Checking whether users can add a product to the wish list. |  |
| 17 | Users should be able to buy the product once the user is signed in. |  |
| 18 | Customers shouldn’t be able to add products to the cart when it is out of inventory. |  |
| 19 | User should be able to add two products as per given at one time. |  |
| 20 | count should be incremented in cart when the user adds the same product again. |  |
| 21 | Error message should be displayed on the UI when shipping is not available to the delivery location. |  |
| 22 | Check that there is user can write any query to seller and get proper answer. |  |
| 23 | Check that Cart should retain the items even when the app is closed. |  |
| 24 | User should know that at what date product will be come if he entered proper address pin code of his area. |  |
| 25 | Shipping charges are calculated based on the number of units, distance and delivery date. |  |
| 26 | Check that Delivery charges if applicable will be shown on the product page and cart. |  |
| 27 | Check that there is more option available in more menu that 24\*7 customer care facility, download the app in your system, notification preference of Flipkart product. |  |

Q.43 To create HLR and test cases of (Instagram, Facebook) only first page

Ans- **In the attachment.**

Q. 44 To create HLR AND testcases of (Instagram, WhatsApp web)

Ans- **In the attachment.**

Q. 45 To create HLR and test case of artoftesting page. (Link- <http://artoftesting.com/>)

Ans- **In the attachment.**

Q.46 Write the scenario of pen.

Ans- **In the attachment.**

Q.47 Write the scenario of DOOR.

Ans- **In the attachment.**

Q.48 Write the scenario of ATM.

Ans- **In the attachment.**

Q.49 Write the scenario of Microwave oven.

Ans- **In the attachment.**

Q.50 Write the scenario of coffee vending Machine.

Ans- **In the attachment.**

Q.51 Write the scenario of WhatsApp chat messages.

Ans- **In the attachment.**

Q.52 Write the scenario of chair.

Ans- **In the attachment.**

Q.53 Write the scenario of Wrist watch.

Ans- **In the attachment.**

Q.54 Write the scenario of Lift (Elevator).

Ans- **In the attachment.**

Q.55 Write the scenario of WhatsApp group. (generated)

Ans- **In the attachment.**

Q.56 Write the scenario of WhatsApp Payment.

Ans- **In the attachment.**