1. WhatisSoftwareTesting?
According to ANSI/IEEE 1059 standard – A process of analysing a software item to detect the differencesbetween existing and required conditions (i.e., defects) and to evaluate the features of the software item. Clickhereformore details.

2. What arethebestpracticesforwritingtestcases?

- Writetestcaseswithend-users'perspective
- Writeteststepsinasimplewaythatanyonecanfollowthemeasily
- Makethetestcasesreusable
- Setthepriority
- Provideatestcasedescription,testdata,expectedresult,precondition,postcondition.
- Writeinvalidtestcasesalongwithvalidtestcases
- Followpropernamingconventions
- Reviewthetestcasesregularlyandupdatethemifnecessary.

3. Whatisconfigurationmanagement?
Configuration management (CM) is a process of systems engineering to maintain system resources, computersystems, servers, software, and product's performance in a consistent state. It helps to record all the changesmadeinthesystemandensuresthatthesystemperformsasexpectedeventhoughchangesaremadeovertime.

4. Namesomepopularconfigurationmanagementtools?
SomeofthepopularconfigurationmanagementtoolsareAnsible,Chef,Puppet,Terraform,Saltstack,etc.

5. Whatifthesoftwareissobuggyitcan'treallybetestedatall?
If the software is so buggy, the first thing we need to do is to report the bugs and categories them based onSeverity. If the bugs are critical bugs, then it severely affects schedules and indicates deeper problems in thesoftwaredevelopmentprocess.Soyouneedtoletthemanagerknowaboutthebugswithproperdocumentationasevidence.

6. WhatareQualityAssuranceandQualityControl?
Quality Assurance: Quality Assurance involves in process-oriented activities. It ensures the prevention ofdefects in the process used to make Software Applications. So the defects don't arise when the SoftwareApplicationisbeingdeveloped.
Quality Control: Quality Control involves in product-oriented activities. It executes the program or code toidentifythedefectsintheSoftwareApplication.

7. WhatisVerificationandValidationinsoftwaretesting?
Verification is the process, to ensure that whether we are building the product right i.e., to verify therequirementswhichwe have andtoverifywhetherwe aredevelopingtheproductaccordinglyornot.ActivitiesinvolvedhereareInspections,Reviews,Walk-throughs.Clickhereformoredetails.

Validation is the process, whether we are building the right product i.e., to validate the product whichwe have developed is right or not. Activities involved in this is Testing the software application. Click here formoredetails.

8. WhatistheworkbenchconceptinSoftwareTesting?
Workbench is a practice of documenting how a specific activity must be performed. It is often referred to asphases,steps,andtasks.
IneveryworkbenchtherewillbefivetaskssuchasInput,Execute,Check,Output,andrework.

9. WhatisStaticTesting?
Static Testing involves reviewing the documents to identify the defects in the early stages of SDLC. In statictesting, we do code reviews, walkthroughs, peer reviews, and static analysis of asource code by using toolslikeStyleCop,ESLint,etc.,

10. WhatisDynamicTesting?
Dynamictestinginvolvestheexecutionofcode.It validatestheoutput withtheexpectedoutcome.

11. WhatisWhiteBoxTesting?
WhiteBoxTestingisalsocalledasGlassBox,ClearBox,andStructuralTesting.Itisbasedonapplicationsinternalcodestructure.Inwhite-boxtesting,aninternalperspectiveofthesystem,aswellasprogrammingskills, are used to design test cases. This testing usually was done at the unit level. Click here for more details.Variouswhite-boxtestingtechniquesare:

- Statement Coverage
- DecisionCoverage
- ConditionCoverage
- MultipleConditionCoverage

12. WhatisBlackBoxTesting?
Black Box Testing is a software testing method in which testers evaluate the functionality ofthe softwareunder test without looking at the internal code structure. This can be applied to every level of software testingsuchasUnit,Integration,SystemandAcceptanceTesting.Clickhereformoredetails.

13. WhatisGreyBoxTesting?
Grey box is the combination of both White Box and Black Box Testing. The tester who works on this type oftesting needstohaveaccesstodesigndocuments.Thishelpstocreatebettertestcasesinthisprocess.

14. WhatisPositiveandNegativeTesting?
PositiveTesting:Itistodeterminewhatsystemsupposedtodo.Ithelpstocheckwhethertheapplicationisjustifyingtherequirementsornot.
NegativeTesting:Itistodeterminewhatsystemnotsupposedtodo.Ithelpstofindthedefectsfromthesoftware.

15. WhatisTestStrategy?
Test Strategy is a high-level document (static document) and usually developed by the project manager. It is adocument that captures the approach on how we go about testing the product and achieve the goals. It isnormally derived from the Business Requirement Specification (BRS). Documents like Test Plan are preparedbykeepingthisdocumentasabase.Clickhereformoredetails.

16. WhatisTestPlanandcontentsavailableinaTestPlan?

Test plan document is a document which contains the plan for all the testing activities to be done to deliver aquality product. Test Plan document is derived from the Product Description, SRS, or Use Case documents forallfutureactivitiesoftheproject.ItisusuallypreparedbytheTestLeadorTestManager.

- Testplanidentifier
- References
- Introduction
- Testitems(functions)
- Softwareriskissues
- Featurestobetested
- Features nottobetested
- Approach
- Itemspass/failcriteria
- Suspensioncriteria andresolutionrequirements
- Testdeliverables
- Remainingtesttasks
- Environmentalneeds
- Staffandtrainingneeds
- Responsibility
- Schedule
- Planrisksandcontingencies
- Approvals
- Glossaries
- Clickhereformoredetails.

17. WhatisTestSuite?
Test Suiteis acollectionoftestcases.Thetestcaseswhichareintendedtotest anapplication.

18. WhatisTestScenario?
Test Scenariogivestheideaofwhatwehavetotest.TestScenarioislikeahigh-leveltestcase.

19. WhatisTestCase?
Test cases are the set of positive and negative executable steps of a test scenario which has a set of pre-conditions,testdata,expectedresult,post-conditionsandactualresults.Clickhereformoredetails.

20. WhatisTestBed?
An environment configured for testing. Test bed consists of hardware, software, network configuration, anapplicationundertest,otherrelatedsoftware.

21. WhatisTestEnvironment?
Test Environment is the combination of hardware and software on which Test Team performs testing.Example:

ApplicationType :WebApplication
OS :Windows
WebServer :IIS
Web PageDesign : Dot
NetClient Side Validation :
JavaScriptServerSideScripting:ASPDot

Net

Database	:MSSQLServer
Browser	:IE/FireFox/Chrome

22. WhatisTestData?

Test datais thedatathatisusedbythetesters torunthetestcases.Whilstrunningthetest cases,testers needtoenter some input data. To do so, testers prepare test data. It can be prepared manually and also by using tools.Forexample,Totestabasicloginfunctionalityhavingauserid,passwordfields.Weneedtoentersomedataintheuseridandpasswordfields.Soweneedtocollectsometestdata.

23. WhatisTestHarness?

A testharness is the collection of software and testdataconfigured to test a program unit by running it undervaryingconditionswhichinvolvesmonitoringthe outputwiththe expectedoutput.
It contains theTestExecutionEngine&TestScriptRepository

24. WhatisTestClosure?

Test Closure is the note prepared before test team formally completes the testing process. Thisnote containsthe total no. of test cases, total no. of test cases executed, total no. of defects found, total no. of defects fixed,totalno.ofbugsnotfixed,totalnoof bugsrejectedetc.,

25. Whatarethetasks ofTestClosureactivities inSoftwareTesting?

TestClosureactivitiesfallintofourmajorgroups.
Test Completion Check: To ensure all tests should be either run or deliberately skipped and all known defectsshouldbeeitherfixed,deferredforafuturereleaseoracceptedasapermanentrestriction.
TestArtifactshandover:Testsandtestenvironmentsshouldbehandedovertothoseresponsibleformaintenance testing. Known defects accepted or deferred should be documented and communicated to thosewhowilluseandsupporttheuseof thesystem.

26. Whatistestcoverage?

Test coveragehelpsin measuringtheamountoftestingperformedbyasetoftests.
Testcoveragecanbedoneonbothfunctionalandnon-functionalactivities.Itassiststesterstocreateteststhatcoverareaswhicharemissing.

27. WhatisCodecoverage?

Code coverage is different from Test coverage. Code coverage is about unittesting practices that must targetallareasofthecodeatleastonce.Itisusuallydonebydevelopersorunittesters.

28. ListoutTestDeliverables?

1. TestStrategy
2. TestPlan
3. EffortEstimationReport
4. TestScenarios
5. Test Cases/Scripts
6. TestData
7. Requirement TraceabilityMatrix (RTM)
8. DefectReport/BugReport
9. TestExecutionReport
10. GraphsandMetrics
11. Test summaryreport
12. Testincidentreport

13. Testclosurereport
14. ReleaseNote
15. Installation/configurationguide
16. User guide
17. Teststatusreport
18. Weeklystatusreport(Projectmanager toclient)
19. Clickhereformoredetails.

29. Whatarethemostcommoncomponents ofadefectreport?

Themostcommoncomponentsofadefectreportformatincludethefollowing

- ProjectName
- ModuleName
- DefectID
- Defectdetectedon
- Defectdetectedby
- Priority
- Severity
- Defect resolvedon
- Defect resolvedby

30. Whatarethelevelsoftesting?

Insoftwaretesting,therearefourtestinglevels.

- UnitTesting
- IntegrationTesting
- SystemTesting
- AcceptanceTesting

31. WhatisUnitTesting?

Unit Testing is also called Module Testing or Component Testing. It is done to check whether the individualunit ormodule of the source code isworking properly. It isdone by the developers in the developer'senvironment.LearnmoreaboutUnitTestingindetail.

32. WhatisIntegrationTesting?

Integration Testing is the process of testing the interface between the two software units. Integration testing isdone in three ways. Big Bang Approach, Top-Down Approach, Bottom-Up Approach. Learn more aboutIntegrationTestingindetail.

33. WhatisSystemTesting?

Testing the fully integrated application to evaluate the system's compliance with its specified requirements iscalled System Testing AKA End to End testing. Verifying the completed system to ensure that the applicationworksasintendedornot.

34. WhatisBigBangApproach?

Combining all the modules once and verifying the functionality after completion of individual module testing.Top-downandbottom-uparecarriedoutbyusingdummymodulesknownasStubsandDrivers.These StubsandDriversareusedtostandinformissingcomponentstosimulatedatacommunicationbetweenmodules.

35. WhatisTop-DownApproach?
Testing takes place from top to bottom. High-level modules are tested first and then low-level modules andfinally integrating the low-level modules to a high level to ensure the system is working as intended. Stubs areusedasatemporarymoduleifamoduleisnotreadyforintegrationtesting.

36. WhatisBottom-UpApproach?
It is a reciprocate of the Top-Down Approach. Testing takes place from bottom to up. Lowest levelmodulesare tested first and then high-level modules and finally integrating the high-level modules to a low level toensurethesystemisworkingasintended.Driversareusedasatemporarymoduleforintegrationtesting.

37. Whatis End-To-EndTesting?
In simple words, end-to-end testing is the process of testing software from start to end. Check this End-To-EndTestingguideformoreinformation.Also,referSystemTestingtutorial.

38. WhatisFunctionalTesting?
In simple words, what the system actually does is functional testing. To verify that each function of thesoftware application behaves as specified in the requirement document. Testing all the functionalities byproviding appropriate input to verify whether the actual output is matching the expected output or not. It fallswithinthescopeofblackboxtestingandthetestersneednotconcernaboutthesourcecodeof theapplication.

39. WhatisNon-FunctionalTesting?
In simple words, how well the system performs is non-functionality testing. Non-functional testing refers tovarious aspects of the software such as performance, load, stress, scalability, security, compatibility etc., Mainfocusistoimprovetheuserexperience onhowfastthe systemrespondstoa request.

40. WhatisAcceptanceTesting?
It is also known as pre-production testing. This is done by the end-users along with the testers to validate thefunctionality of the application. After successful acceptance testing. Formal testing conducted to determinewhether an application is developed as per the requirement. It allows the customer to accept or reject theapplication.Typesof acceptancetestingareAlpha,Beta &Gamma.

41. Onwhatbasisistheacceptanceplanprepared?
Theacceptancetestplanispreparedusingthefollowinginputs.

- RequirementDocument:Therequirementdocumentspecifieswhatexactlyisneededandnotneededinthe existingprojectfromthecustomer'sperspective.
- Inputfromcustomer:Inputfromthecustomerwillbeintheformatofformalemails,informaltalks,discussions, etc.,
- Project plan:Project plandocumentpreparedbytheprojectmanager.
- Alltheabovethreeinputsact asgoodinputstoprepare theacceptancetestplan.

42. WhatisAlphaTesting?
Alpha testing is done by the in-house developers (who developed the software) and testers before we ship thesoftware to the customers. Sometimes alpha testing is done by the client or outsourcing team with the presenceofdevelopers ortesters.It is apart of UserAcceptance Testing.The purpose of doing this is to find bugsbeforethecustomersstartusingthesoftware.

43. WhatisBetaTesting?
Beta testing is done by a limited number of end-users before delivery. It is done after the Alpha Testing.Usually,itisdone intheclient'splace.LearnmoreaboutBetaTestinghere.

44. WhatisGammaTesting?
Gamma testing is done when the software is ready for release with specified requirements. It is done at theclientplace.Itisdone directlybyskippingallthein-housetestingactivities.

45. WhatisSmokeTesting?
Smoke Testing is done to make sure if the build we received from the development team is testable or not. It isalso called as "Day 0" check. It is done at the "build level". It helps not to waste the testing time to simplytestingthewholeapplicationwhenthekeyfeaturesdon'tworkorthekeybugshavenotbeenfixedyet.

46. WhatisSanityTesting?
Sanity Testing is done during the release phase to check for the main functionalities of the application withoutgoing deeper. It is also called as a subset of Regression testing. It is done at the "release level". At times due torelease time constraints rigorous regression testing can't be done to the build, sanity testing does that part bycheckingmainfunctionalities.

47. WhatisRetesting?
To ensure that the defects which were found and posted in the earlier build were fixed or not in the currentbuild. Say, Build 1.0 was released. Test team found some defects (Defect Id 1.0.1, 1.0.2) and posted. Build 1.1wasreleased,nowtestingthedefects1.0.1and1.0.2inthisbuildisretesting.

48. WhatisRegressionTesting?
Repeated testing of an already tested program,aftermodification,to discoverany defectsintroduced oruncovered as a result of the changes in the software being tested or in another related or unrelated softwarecomponents.
Usually,wedoregressiontestinginthefollowingcases:

- Newfunctionalitiesareaddedtotheapplication
- ChangeRequirement (Inorganizations,wecallitasCR)
- DefectFixing
- PerformanceIssueFix
- Environmentchange(E.g.,UpdatingtheDBfromMySQLtoOracle)
- ReadadetailedguideonRegressionTesting

49. Whatdoyoumeanbyregressionandconfirmationtesting?
Regression Testing: Testing team re-execute the tests against the modified application tomake sure whetherthemodifiedcodebreaksanythingwhichwasworkingearlier.
Confirmation Testing: Usually testers report a bug when a test fails. Dev Team releases a new version of thesoftware after the defect is fixed. Now the testing team will retest to make sure the reported bug is actuallyfixedornot.

50. WhatisBugLifeCycle?
Bug life cycle is also known as Defect life cycle. In Software Development process, the bug has a life cycle.The bug should go through the life cycle to be closed. Bug life cycle varies depends upon the tools (QC, JIRAetc.,)usedandtheprocessfollowedintheorganization.Clickhereformoredetails.

51. WhatisBugLeakage?
A bug which is actually missed by the testing team while testing and the build was released to the Production.If now that bug (which was missed by the testing team) was found by the end user or customer, then we call itasBugLeakage.

52. WhatisBugRelease?
ReleasingthesoftwaretotheProductionwiththeknownbugsthenwecallitasBugRelease.Theseknownbugsshouldbeincludedinthereleasenote.

53. WhatisDefectAge?
Defectagecanbedefinedas thetimeintervalbetweendateofdefectdetectionanddateofdefectclosure.

DefectAge=Dateofdefectclosure– Dateofdefectdetection

Assume,atesterfoundabugandreportediton1Jan2016anditwassuccessfullyfixedon5Jan2016.Sothedefectageis5days.

54. WhatisGUITesting?
GraphicalUserInterfaceTestingistotesttheinterfacebetweentheapplicationandtheenduser.

55. WhatisRecoveryTesting?
Recoverytestingisperformedinordertodeterminehowquicklythesystemcanrecoverafterthesystemcrashorhardwarefailure.Itcomesunderthetypeofnon-functionaltesting.

56. WhatisGlobalizationTesting?
Globalizationisaprocessofdesigningasoftwareapplicationsothatitcanbeadaptedtovariouslanguagesandregionswithoutanychanges.

57. WhatisRandomtesting?
Inrandomtestingisaformofblack-boxsoftwaretestingtechniquewheretheapplicationistestingbygeneratingrandomdata.

58. WhatisLocalizationTesting (L10NTesting)?
Localizationisaprocessofadaptingglobalizationsoftwareforaspecificregionorlanguagebyaddinglocalspecific components.

59. Whatis InstallationTesting?
Itistocheckwhethertheapplicationissuccessfullyinstalledanditisworkingasexpectedafterinstallation.

60. WhatisFormalTesting?
Itisaprocesswherethetesterstesttheapplicationbyhavingpre-plannedproceduresandproperdocumentation.

61. WhatisRiskBasedTesting?
Identifythemodulesorfunctionalitieswhicharemostlikelycausefailuresandthentestingthosefunctionalities.

62. WhatisCompatibilityTesting?
Itistodeployandcheckwhethertheapplicationisworkingasexpectedinadifferentcombinationofenvironmentalcomponents.

63. WhatisExploratoryTesting?
Usually,this process will be carried out by domain experts. They perform testing just by exploringthefunctionalities of the application without having the knowledge of the requirements. Check our detailed guideonExploratoryTestingandalsodon’tmissthesepopular ExploratoryTestingTools.

64. WhatisMonkeyTesting?
Perform abnormal action on the application deliberately in orderto verify the stability of the application.Checkourin-depthguideonMonkeyTesting.

65. WhatisUsabilityTesting?
To verify whether the application is user-friendly or not and was comfortably used by an end-user or not. Themain focus in this testing is to check whether the end-user can understand and operate the application easily ornot. An application should be self-exploratory and must not require training to operate it. Check this guide tolearnhowtoperformUsabilityTesting.

66. WhatisSecurityTesting?
Security testing is a process to determine whether the system protects data and maintains functionality asintended.

67. WhatisSoakTesting?
Running a system at high load for a prolonged period of time to identify the performance problems is calledSoakTesting.

68. WhatisEnduranceTesting?
Endurancetestingisanon-functionaltestingtype.ItisalsoknownasSoakTesting.ReferSoaktesting.

69. WhatisPerformanceTesting?
This type of testing determines or validates the speed, scalability, and/or stability characteristics of the systemor application under test. Performance is concerned with achieving response times, throughput, and resource-utilizationlevelsthatmeettheperformanceobjectivesfortheprojectorproduct.

70. WhatisLoadTesting?
It is to verify that the system/application can handle the expected number of transactions and to verify thesystem/applicationbehaviourunderbothnormalandpeakloadconditions.

71. WhatisVolumeTesting?
It is toverifythatthesystem/applicationcanhandlealargeamountofdata

72. WhatisStressTesting?
It istoverifythebehaviourofthesystemoncetheloadincreasesmorethanitsdesign expectations.

73. WhatisScalabilityTesting?
Scalability testing is a type of non-functional testing. It is to determine how the application under test scaleswithincreasingworkload.

74. WhatisConcurrencyTesting?
Concurrency testing means accessing the application at the same time by multiple users to ensure the stabilityof thesystem.Thisismainlyusedtoidentifydeadlockissues.

75. WhatisFuzzTesting?
Fuzz testing is used to identify coding errors and security loopholes in an application. By inputting a massiveamount of random data to the system in an attempt to make it crash to identify if anything breaks in theapplication.

76. WhatisAdhocTesting?
Ad-hoc testing is quite opposite to the formal testing. It is an informal testing type. In Adhoc testing, testersrandomly test the application without following any documents and test design techniques. This testing isprimarily performed if the knowledge of testers in the application under test is very high. Testers randomly testtheapplicationwithoutanytestcasesoranybusinessrequirementdocument.

77. WhatisInterfaceTesting?
Interface testing is performed to evaluate whether two intended modules pass data and communicate correctlytooneanother.

78. WhatisReliabilityTesting?
Perform testing on the application continuously for long period of time in order to verify the stability of theapplication

79. WhatisBucketTesting?
Bucket testing is a method to compare two versions of an application against each other to determine whichoneperformsbetter.

80. Whatis STLC?
STLC (Software Testing Life Cycle) identifies what test activities to carry out and when to accomplish thosetest activities. Even though testing differs between Organizations, there is a testing life cycle. Click here formoredetails.

81. WhatisRTM?
Requirements Traceability Matrix (RTM) is used to trace the requirements to the tests that are needed to verifywhether the requirements are fulfilled. Requirement Traceability Matrix AKA Traceability Matrix or CrossReferenceMatrix. Clickhereformoredetails.

82. WhatarettheprinciplesofSoftwareTesting?
- Testingshows presenceofdefects
- Exhaustivetestingis impossible
- Earlytesting
- Defectclustering
- PesticideParadox
- Testingiscontext depending
- Absenceoferrorfallacy
- Clickhereformoredetails.

83. WhatisExhaustiveTesting?
Testing all the functionalities using all valid and invalid inputs and preconditions is known as Exhaustivetesting.

84. WhatisEarlyTesting?
Defects detected in early phasesof SDLC are less expensive to fix. So conducting early testing reduces thecostof fixingdefects.

85. WhatisDefectclustering?
Defect clustering in software testing means that a small module or functionality contains most of the bugs or ithasthe mostoperational failures.

86. WhatisPesticideParadox?
PesticideParadoxinsoftwaretestingistheprocessofrepeatingthesametestcases,againandagain,eventually, the same test cases will no longer find new bugs. So to overcome this Pesticide Paradox, it isnecessarytoreviewthetestcasesregularlyandaddor updatethemtofindmoredefects.

87. WhatisDefectCascadinginSoftwareTesting?
Defect cascading in Software testing means triggering of other defects in an application. When a defect is notidentified or goes unnoticed while testing, it invokes other defects.It leads to multiple defects in the laterstagesandresultsinanincreaseinanumberofdefectsintheapplication.
For example, if there is a defect in an accounting system related to negative taxation then the negative taxationdefectaffects theledgerwhichinturnaffectsotherreportssuchasBalanceSheet,Profit&Lossetc.,

88. WhatisWalkThrough?
Awalkthroughis aninformalmeetingconducts tolearn,gainunderstanding,andfinddefects.Theauthorleadsthemeetingandclarifiesthequeriesraisedbythepeersinthe meeting.
89. WhatisHotFix?
Abugthatneedstohandleasahighprioritybugandfixitimmediately.

90. WhatisInspection?
Inspection is a formal meeting lead by a trained moderator, certainly not by the author. The document underinspection is prepared and checked thoroughly by the reviewers before the meeting. In the inspection meeting,the defects found are logged and shared with the author for appropriate actions. Post inspection, a formalfollow-upprocessisusedtoensureatimelyandcorrectiveaction.

91. Whoareallinvolvedinaninspectionmeeting?
Author,Moderator, Reviewer(s),Scribe/RecorderandManager.

92. What isaDefect?
The variation between the actual results and expected results is known as a defect. If a developer finds an issueandcorrects itbyhimselfinthedevelopmentphase,thenit's calledadefect.Clickhereformoredetails.

93. WhatisaBug?
Iftestersfindanymismatchintheapplication/systemintestingphase,thentheycallitasBug.Clickhereformoredetails.

94. WhatisanError?
We can't compile or run a program due to a coding mistake in a program. If a developer unable to successfullycompile orrunaprogram,thentheycallitasanerror.Clickhereformoredetails.

95. WhatisaFailure?
Once the product is deployed and customers find any issues then they call the product as a failure product.After release, if an end user finds an issue then that particular issue is called as a failure. Click here for moredetails.

96. WhatisBugSeverity?
Bug/Defect severity can be defined as the impact of the bugon customer's business. It can be Critical, Majoror Minor. In simple words, how much effect will be there on the system because of a particular defect. Clickhereformore details.

97. WhatisBugPriority?
Defect priority can be defined as how soon the defect should be fixed. It gives the order in which a defectshould be resolved. Developers decide which defect they should take up next based on the priority. It can beHigh, Medium or Low. Most of the times the priority status is set based on the customer requirement. Clickhereformore details.

98. TellsomeexamplesofBugSeverityandBugPriority?
HighPriority&HighSeverity:Submitbuttonisnotworkingonaloginpageandcustomersareunabletologintotheappl ication

Low Priority&HighSeverity:Crashinsomefunctionality whichisgoingtodeliveraftercoupleofreleases

HighPriority&LowSeverity: Spellingmistakeofacompanyname onthehomepage

LowPriority&LowSeverity:FAQ pagetakesalongtimetoload

99. WhatisaCriticalBug?
A critical bug is a show stopper which means a large piece of functionality or major system component iscompletelybrokenandthereisnoworkaroundtomovefurther.
For example, due to a bug in one module, we cannot test the other modules because that blocker bug hasblockedothermodules.Bugswhichaffectsthecustomers' businessareconsideredascritical.
Example:
1. "SignIn"buttonis notworkingonGmailAppandGmailusersareblockedtologintotheiraccounts.
2. Anerrormessagepopsupwhenacustomerclicksontransfermoneybuttoninabankingwebsite.

100. Whatisthedifferencebetweena Standaloneapplication,Client-ServerapplicationandWebapplication?
- **Standalone application:**Standalone applications follow one-tier architecture. Presentation, Business, andDatabaselayerareinonesystemforasingleuser.
- **Client-ServerApplication:**Client-serverapplicationsfollowtwo-tierarchitecture.PresentationandBusiness layerareinaclientsystemandDatabaselayeronanotherserver.ItworksmajorlyinIntranet.
- **WebApplication:**Webserverapplicationsfollowthree-tierorn-tierarchitecture.Thepresentationlayeris in a client system, a Business layer is in an application server and Database layeris in a Databaseserver.ItworksbothinIntranetandInternet.

101. WhatisStateTransition?
Using state transition testing, we pick test cases from an application where we need to test different systemtransitions. We can apply this when an application gives a different output for the same input, depending onwhathashappenedintheearlierstate.Clickhereformoredetails.

102. Whatisentrycriteria?
Theprerequisitesthatmustbeachievedbeforecommencingthetestingprocess.Clickhereformoredetails.

103. Whatisexitcriteria?

Theconditionsthatmustbemetbeforetestingshouldbeconcluded.Clickhereformoredetails.

104. WhatisSDLC?
Software Development Life Cycle (SDLC) aims to produce a high-quality system thatmeets or exceedscustomer expectations, works effectively and efficiently in the current and planned information technologyinfrastructure,andisinexpensivetomaintainandcost-effectivetoenhance.

105. WhatisErrorSeeding?
Error seeding is a processof adding known errors intendedly in aprogram to identify the rate oferrordetection. It helps in the process of estimating the tester skills of finding bugs and also to know the ability oftheapplication(howwelltheapplicationisworkingwhenithaserrors.)

106. WhatisErrorGuessing?
Error guessing is also a method of test case design similar to error seeding. In error guessing, testers design testcases by guessing the possible errors that might occur in the software application. The intention is to catch theerrorsimmediately.

107. WhatisShowstopperDefect?
A showstopper defect is a defect which won't allow a user to move further in the application. It's almost like acrash.
Assume thatlogin button isnotworking.Even though youhave avalid username and valid password,youcouldnotmovefurtherbecausetheloginbuttonisnotfunctioning.

108. CanyoudoSystemtestingatanystage ofSDLC?
We can do System Testing only when all the units are in place and working properly. It can only be donebeforeUserAcceptanceTesting(UAT).

109. Whatarethedifferentstrategiesforrollouttoend-users?
Therearefourstrategiestobefollowedfortherolloutofanysoftwaretestingprojectareas follows:

- Pilot
- GradualImplementation
- PhasedImplementation
- ParallelImplementation

110. WhatisBoundaryValueAnalysis?
Boundary value analysis (BVA) is based on testing the boundary values of valid and invalid partitions. TheBehaviour at the edge of each equivalence partition is more likely to be incorrect than the behavior within thepartition, so boundaries are an area where testing is likely to yield defects.Every partition has its maximumand minimum values and these maximum and minimum values are the boundary values of a partition. Aboundary value for a valid partition is a valid boundary value. Similarly, a boundary value for an invalidpartitionisaninvalidboundaryvalue.Clickhereformoredetails.

111. WhatisEquivalenceClassPartition?
Equivalence Partitioning is also known as Equivalence Class Partitioning.In equivalence partitioning,inputsto the software or system are divided into groups that are expected to exhibit similarbehavior, so they arelikely to be proposed in the same way. Hence selecting one input from each group to design the test cases.Clickhereformoredetails.

112. WhatisDecisionTabletesting?

Decision Table is aka Cause-Effect Table. This test technique is appropriate for functionalities which haslogical relationships between inputs (if-else logic). In the Decision table technique, we deal with combinationsofinputs. To identify the test caseswith a decision table, we considerconditions and actions. We takeconditionsasinputsandactionsasoutputs.Clickhereformoredetails.

113. What arethedifferentavailable modelsofSDLC?

1. Waterfall
2. Spiral
3. VModel
4. Prototype
5. Agile

114. Whatistheprocedureofmanualtesting?

Manualtestingiscrucialfortestingsoftwareapplicationsmorethoroughly.Theprocedureofmanualtestingcomprisesof thefollowing.

1. PlanningandControl
2. Analysis andDesign
3. ImplementationandExecution
4. EvaluatingandReporting
5. TestClosureactivities

115. WhatisTestMetrics?

Software test metrics is to monitor and control process and product. It helps to drive the project towards ourplanned goals without deviation. Metrics answer different questions. It's important to decide what questionsyouwantanswersto.Clickhereformoredetails.

116. WhatisAPITesting?

API testing is a type of software testing that involves testing APIs directly and also as a part of integrationtesting to check whether the API meets expectations in terms of functionality, reliability, performance, andsecurity of an application. In API Testing our main focus will be on a Business logic layer of the softwarearchitecture. API testing can be performed on any software system which contains multiple APIs. API testingwon'tconcentrateonthelookandfeeloftheapplication.APItestingisentirelydifferentfromGUITesting.

117. Whichtestcasesarewrittenfirstwhiteboxesorblackbox?

Thesimpleanswerisblack-boxtestcasesarewrittenfirst.
Let'sseewhyblack-boxtestcasesarewrittenfirstcomparedtowhiteboxtestcases.
Prerequisitestostartwritingblack-boxtestcasesareRequirementdocumentsordesigndocuments.Thesedocumentswillbeavailablebeforeinitiatingaproject.
Prerequisitestostartwritingwhiteboxtestcasesaretheinternalarchitectureoftheapplication.Theinternalarchitectureof theapplicationwillbeavailableinthelaterpartof theprojecti.e.,designing.