1. What is error, defect, bug, and failure?

Ans: mistake in coding is called error and the error found by the tester id called defect . and defect accepted by the developer team is called bug and the build does not meet the requirement then it is failure.

1. What is Exploratory testing?

Ans: randomly check any functionality of the application its called exploratory testing.

* test design, execution and logging happen simultaneously
* Testing is often not recorded
* More structure then error guessing.

1. what is integration testing?

* Integration is the testing where the all-individual components are combined and tested as a group.
* There are two level of integration testing
* 1) component integration testing
* 2) system integration testing.

4) What is component testing?

Ans: component testing is also known as a unit testing

And a unit is the smallest testable part of the system.

* Component testing is the testing of individual software components.
* Sometimes known as a module testing and program testing
* It is typically written and run by the software develope

1. What is Adhoc testing?

* Ans: Adhoc testing is an informal type of testing and aim to break the system.
* This testing is to find the defect by random checking
* There is three types of Adhoc testing

1. buddy testing
2. pair testing
3. monkey testing
4. what is load testing?

Ans: load testing is kind of performance testing which determine system’s performance under real life load condition.

* this testing helps to determine how an application behave when multiple users access is simultaneously

1. what is stress testing?

Ans: system is stress beyond its specification to check how and when it fails. performed under heavy load like putting large numbers beyond storage capacity, complex database quires, continues inputs to system and database load and.

1. What is traceability matrix?

Ans: it is document which we prepare to make sure that each and every module has got at least one test case.

* Developing the software in the multiple language

1. What is boundary value testing?

Ans: boundary value is a software testing technique in which tests are designed to include representatives of boundary value in range

1. What is equivalence partitioning testing?

Ans: equivalence partitioning is a software testing technique that divides that input and output data of the software unit into partitions of data from which testcase can be derived.

1. What is alpha testing?

Ans: alpha testing is done while the organization and tested by a representative group of end user.

* Alpha testing is not open to the market and public.

11) What is beta testing?

Ans: beta testing is done in user’s environments.

* During beta testing usability, functionality, security, and reliability are tested to the same depth.

12) What is white box testing and list the types of white box testing?

Ans: white box testing is based on an analysis of internal structure of the component or system.

* Type of white box testing

1. Statement coverage
2. Decisions coverage
3. Condition coverage
4. Statement coverage: it is also known as a line coverage or segment coverage.

* The statement coverage covers only the true condition.

1. Decision coverage: it is also known as a branch coverage

* The decision coverage covers both true and false condition

1. Condition coverage: it is also work for both true

and false condition.

13) what is black box testing? What are the different black box testing techniques?

Ans: testing is either functional or non- functional, without knowing the internal structure of the component or system.

* There are four types of techniques

equivalence partitioning: equivalence partitioning is a software testing technique that divides that input and output data of the software unit into partitions of data from which testcase can be derived

boundary value analysis: : boundary value is a software testing technique in which tests are designed to include representatives of boundary value in range

14) what traceability Metrix?

Ans: traceability Metrix is a document that details that technical requirement for given test scenario and its current state.

15) what is functional system testing?

Ans: functional testing is testing the system based on the client requirement whether it is working or how well it is performing.

16) what is non-functional testing?

Ans: non-functional testing is based on the client expectations and how well the system is responding.

17) mention what is big bang testing?

Ans: big bang testing is testing methodology in which all components or modules of a system are combined and tested as a whole.

18)what is purpose of exit criteria?

Ans: Exit criteria is used to determine whether a given test activity has been completed or not.

* Exit criteria define the items that must be concluded.

19) when should “regression testing” be performed?

Ans: regression testing is the testing to re- runs functional and non-functional test to ensure that the a software application works as changes in code, update, improvement.

20) explain the type of performance testing?

Ans: performance testing: software performance testing is a means of QA

* This testing is ensure that the application will perform well under the expected workload.

Type of performance testing

1) load testing

2) stress testing

3) volume testing

Load testing: load testing is kind of performance testing in which determine systems performed under real life load condition.

* This testing is determining how the application behave when multiple users access it simultaneously.

Stress testing: system is stress beyond its specification and check how and when is fail. Performance under heavy load like putting large number beyond storage capacity, complex database quires, continues input on system and database load.

Volume testing: volume testing is performance to identify whether the server can handle number of high complex queries under sufficient load.

* The main intention of is to observe how the database acts under various circumstances.

21) difference between QA v/s QC v/s Tester.

Ans:

|  |  |  |  |
| --- | --- | --- | --- |
| no | Quality assurance | Quality control | Tester |
| 1 | Ensure the implementation of the process, procedure and standard in context of verification | Ensure the verification of developed software with respect to document | Ensure the identification of defect/bug/error |
| 2 | Focus on the process and procedure | Focus on the actual testing | Focus the actual testing |
| 3 | Preventing activity | Corrective activity | Preventing activity |
| 4 | Subset of STLC | Subset of QA | Subset of QC |

22) what is GUI testing?

Ans: GUI is stand for graphical user interface involve the checking the screen with all controls like menu, buttons, icons, and all type of bars like menu bar, tool bar, dialog bar, and window

* check front used in application is readable
* Check error messages displayed correctly

23) what determine the level of risk?

Ans: section covers failures of the planning and result in a risk

Risk is two types:

1. Project risk
2. Product risk

24) difference between smoke and sanity

Ans:

|  |  |  |  |
| --- | --- | --- | --- |
| no | smoke | Sanity | |
| 1 | Testing is preformed after software is build to certain that the critical functionality of the program is working fine | Sanity testing is done to check the new functionality /bug have been fixed |
| 2 | This testing is performed by the developers and testers | This testing is performed by the testers | |
| 3 | The goal of smoke testing is to verify stability | The goal of sanity testing is to verify rationality | |
| 4 | Smoke testing is a subset of acceptance testing | Sanity testing is a subset of regression testing | |
| 5 | It is formal type of testing | It is informal type of testing | |

25) difference between functional testing and non-functional testing

Ans:

|  |  |  |
| --- | --- | --- |
| No | functional | Non-functional |
| 1 | Testing the application as per the functional requirement | Testing the application as per the non- functional requirement |
| 2 | Testing the working of an application | Testing the appearance of an application |
| 3 | It is based on client requirement | It is based on the client expectations |
| 4 | Easy to do manual testing | Tough to do manual testing |
| 5 | In this we do system testing, integration testing, acceptance testing, smoke testing, sanity testing | In this we do performance testing, load, stress, volume, usability, testing |
| 6 | Business requirements are the inputs for this | Speed and scalability are input foe this |

26) difference between verification and validation.

Ans:

|  |  |  |
| --- | --- | --- |
| no | verification | Validation |
| 1 | They are working according to the customer requirement or not | Verify the software by executing the test case |
| 2 | It is done before the software is developed | It is done after the software is developed |
| 3 | It is known as a static testing | It is known as a dynamic testing |
| 4 | It includes CRS, SRS, ADS, MDS | It include UT, IT, ST, AT |

27)difference between severity and priority

Ans:

|  |  |  |
| --- | --- | --- |
| no | severity | Priority |
| 1 | Severity is a absolute | Priority is a relative |
| 2 | severity is customer focus | Priority is a business focus |
| 3 | It impacts on defect | It resolves the defect |
| 4 | There are 5 types of severity: critical, major, moderate, minor, cosmetic | There are 4 types of priority: low, high, medium, critical |

28) what is bug cycle?

Ans: bug cycle is also known as defect cycle, is a cycle of defects from which it goes through covering the different states in its entire life.

Bug /defect cycle: New

Assigned

Open duplicate rejected not a bug

Fixed

Pending retest

reopened Retest

Closed

New:

when a defect is signed and published initially it’s condition is given as new.

Assigned:

after the specialist has published the bug, the cause of the specialist grants that the bug is authentic.

Open:

at this condition the designer has begun examining as well as on the defect fix.

Fixed:

When designer creates necessary rule changes and confirms the changes the he/she can create bug position as fixed and the bug qualifies to examining group.

Pending reset:

After solving the defect the designer has given that particular rule for retesting to the specialist.

Retest:

At this point specialist do the retesting of the modified rule which designer has given to him to confirm whether the defect got set or not.

Verified:

The specialist assessments the bug again after it got set by the designer.

Reopen:

If the bug still prevails even after the bug is set by the designer, the specialist changes the position to reopened”

Closed:

Once the bug is set, it is examined by the specialist.

Rejected:

Of the designer seems that the bug is not authentic, he denies the bug.