Software Testing Assignment

Module-1(Fundamental)

1. What is SDLC
➢ SDLC(software Development Life cycle) is a process used to create and maintain software. It consists of various phases such as- Requirement, Analysis, Design, implementation, Testing, Deployment, maintenance.

2. What is Software Testing?
➢ Software Testing is a process in which software is tested to ensure that is working properly. The main purpose of testing is to find bugs, error, and defects.

3. What is Agile Methodology?
➢ Agile Methodology is a process of software Development in which software is developed and delivered in small parts. In this emphasis is given on continuous feedback and customer collaboration.

4. What is SRS?
➢ SRS(Software Requirement specification) is a document in which the requirements of the client are written in detail.it includes both functional and non-functional requirements.

5. What is OOP?
➢ OOP(Object Oriented Programming system) is a programming concept in which programs are written using objects and classes. This makes the code reusable and manageable.

6. Write Basic concepts of oops
➢ Object - instance of a class
➢ Class - Template of Blueprint
➢ Encapsulation - Binding data and methods in one place.
➢ Inheritance- Taking properties of one class into another class.
➢ Polymorphism- The same function can work in different ways.
➢ Abstraction- Hiding the implementation and showing only important details.

7. What is object
➢ Object is an instance of a class. It takes space in memory and holds both data + functions.

8. What is class?
➢ Class is a template or blueprint in which the properties and methods of the object are defined.

9. What is Encapsulation?
➢ Encapsulation is a concept in which data and methods are bound in a unit (class) and outside access is restricted.
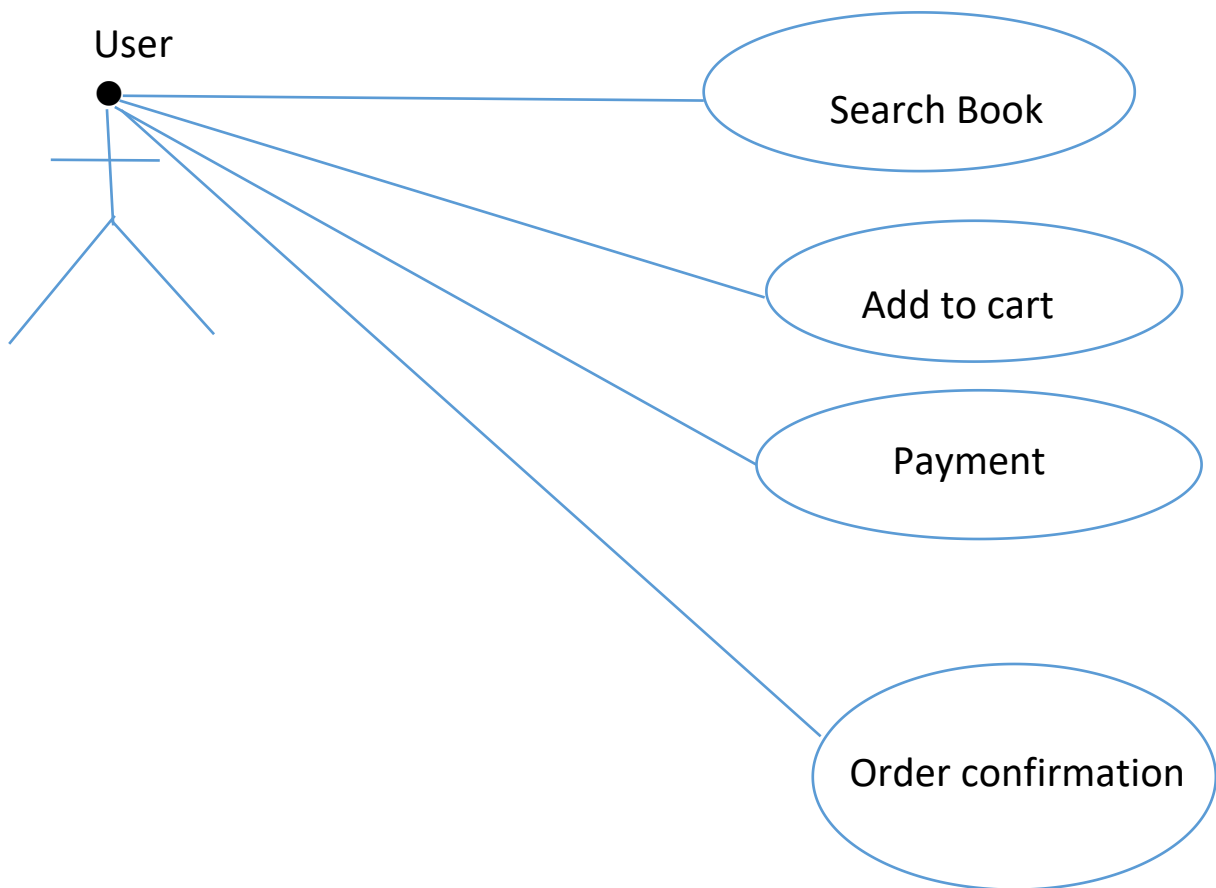
10. What is Inheritance?
➢ Inheritance is the process in which a class uses the properties and methods of another class.
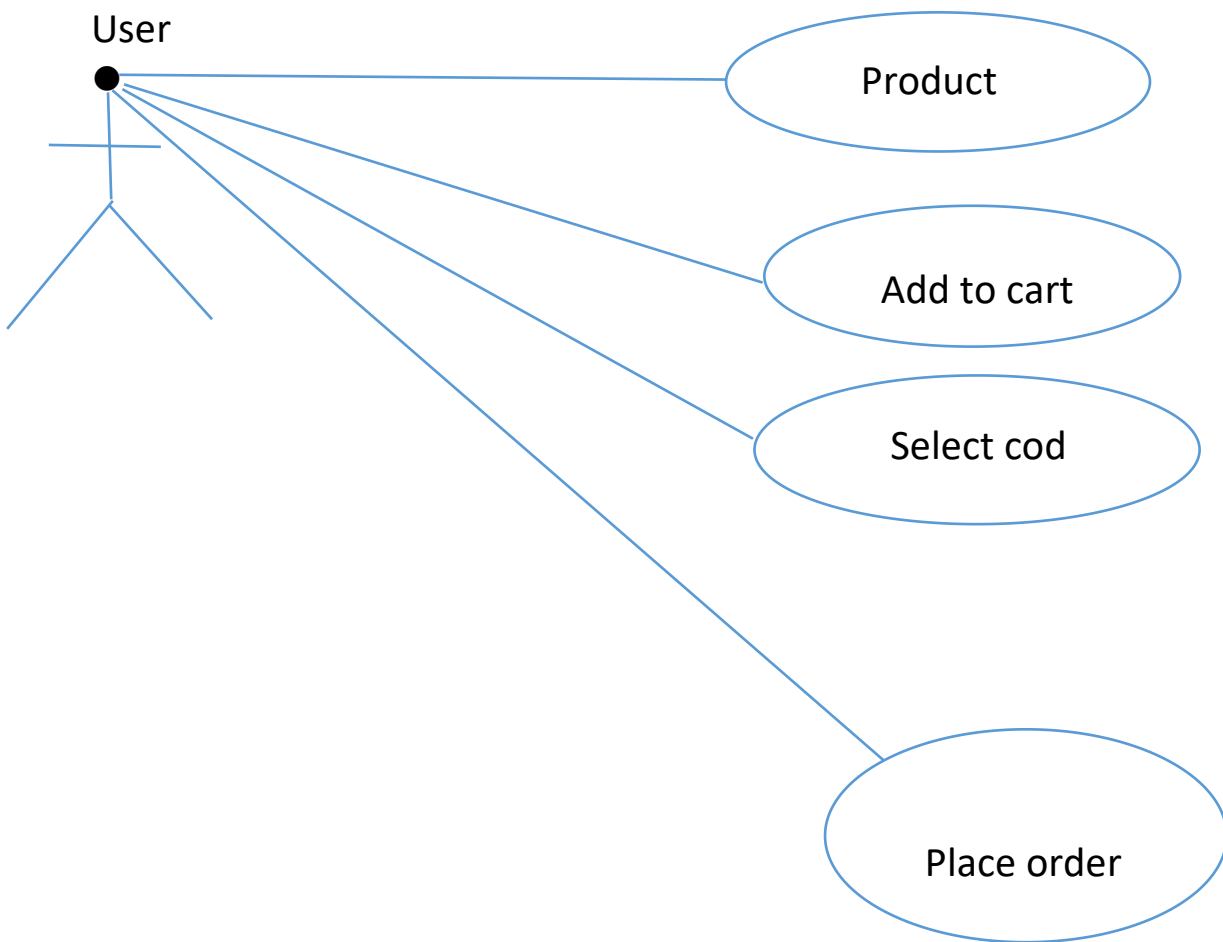
11. What is Polyomorphism?
➢ Polyomorphism means many forms in this the same function behaves differently in different contexts. Such as- function overloading , function overriding.
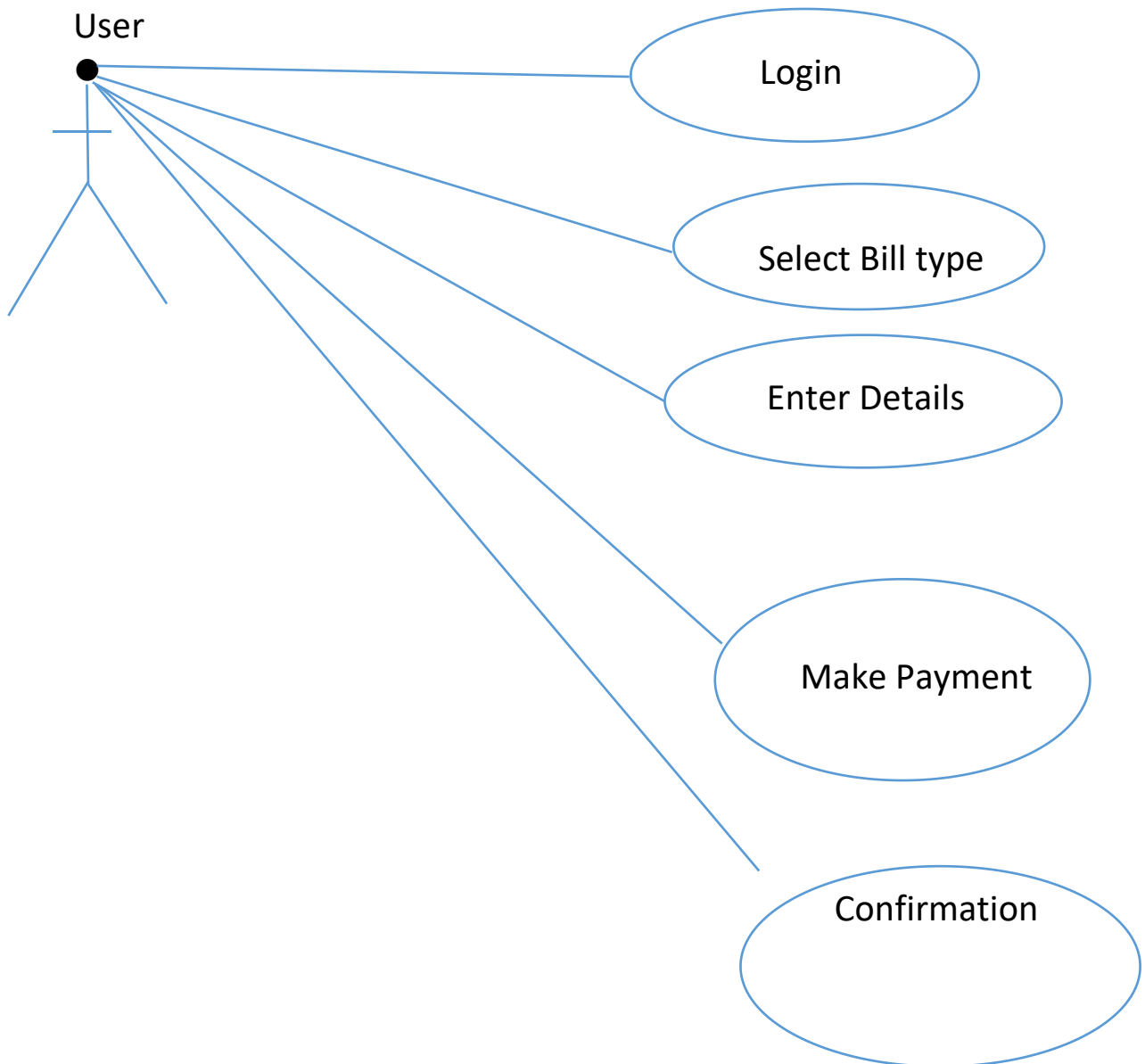
12. Draw usecase on online book shooping

User

13. Use case of online shooping with cod
- ➤ **Cash on delivery**

User

Product

Add to cart

Select cod

Place order

14. Draw usecase on online bill payment system(paytm)

User

Login

Select Bill type

Enter Details

Make Payment

Confirmation

15. Write SDLC phases with basic introduction

➢ Reqirement Analysis - understanding the user needs.
➢ Design - creating software architecture
➢ Implementation(coding) - writing the code
➢ Testing - fixing bugs and errors.
➢ Deployment- Delivering to the client
➢ Maintenance- Providing updates and support.

16. Explain Phases of the waterfall model

➢ Requirement Gathering
➢ System Design
➢ Implementation
➢ Testing
➢ Deployment
➢ Maintenance

17. Write Phases of Spiral Model

➢ Planning
➢ Risk Analysis
➢ Engineering (Development + Testing)
➢ Evaluation

18. Write Agile manifesto principles

- ➤ Customer Satisfaction by early delivery
- ➤ Welcome changing requirements
- ➤ Delivery working software frequently
- ➤ Close collaboration between business and developers
- ➤ Build projects around motivated individuals
- ➤ Face to face conversation is best communication
- ➤ Working software is the measure of progress
- ➤ Continuous attention to technical excellence
- ➤ Simplicity is essential
- ➤ Self- organizing teams
- ➤ Regualr reflection for improvements

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

- ➤ Work is divided into small parts software is tested and delivered in each sprint. Customer gives feedback.

Pros:

- ➤ Fast delivery
- ➤ Flexible
- ➤ Good customer satisfaction

Cons:

- ➤ Less documentation
- ➤ Not good for big terms
- ➤ Needs experienced people

20. Use case of online shopping with payment Gatway

User

Product

Add to cart

Payment

Transaction

Order confirmation