# **MANUAL TESTING QUESTIONS AND ANSWERS**

**1.SOFTWARE TESTING?**

**Software testing is primarily used to validate the product, ensuring that it meets the specified requirements.**

**During testing, we check whether the product has been built according to the requirements.**

**If any defects or issues are found, we raise a bug report to the development team for resolution."**

**2.BENEFITS OF SOFTWARE TESTING?**

* Cost-Effective
* Security
* Product quality
* Customer Satisfaction

3.SOFTWARE DEVELOPMENT LIFE CYCLE?

**1.ANALYSIS**

**required specification and document reviewd and approved**

**It is performed by the senior members of the team with inputs from the customer, the sales department, market surveys and domain experts in the industry.**

**This information is then used to plan the basic project approach and to conduct a product feasibility study in the economical, operational and technical areas.**

**2.DESIGN**

dev team ,discuss what fE they are going to use and BE they are going to use. Qa team will prepare a high level work flow. how the product gets implemented.

document which consists of all the product requirements to be designed and developed during the project life cycle.

**IMPLEMENTATION**

Developers write code according to the requirements and also create test cases.

In this phase, work is divided into small units, and coding starts by the team of developers according to the design discussed in the previous phase and according to the requirements of the client discussed in the requirement phase to produce the desired result.

Front-end developers develop easy and attractive GUI and necessary interfaces to interact with back-end operations and back-end developers do back-end coding according to the required operations

**TESTING**

once the developing is done then move on to the testing team.. they are going to validate the product.During testing, we check whether the product has been built according to the requirements.  if any defiation they raise it as a bug.  and report to the dev. Team

**EVALUATION**

After testing the product, we will deploy it to the production environment and verify that everything is functioning properly.

When software testing is completed with a satisfying result, and there are no remaining issues in the working of the software, it is delivered to the customer for their use.

After the solution of all types of bugs and changes, the software is finally deployed to the end-user.

**4.  BUG LIFE CYCLE**

**we prepared a test cases...if any defiation in srs doc. we raise it as a bug or defect.. whennever we raise a bug called NEW**

**NEW**

**in triaging team...he would assign who has worked pn the sepecific feature.they have a diff. set of developer..each one of them work on specif module.... who has worked on specific feature..**

**ASSIGNED**

**senior member once an assign bug to the specific developer....dev. would fix the issue...**

**bug is fixed we will go ahead close the bug..  is still reproducable RE OPEN THE BUG..**

**REJECTED**

**senior member go through the bug if finds its not an issue.. then he would reject the bug..he wont assign to the developer**

**DEFERRED**

**in.. triaging team ..we r accecpting as a bug...but .its not a critical issue.. we aRE not going to fix it immediately..**

**DUPLICATE**

**.we would close thE 2nd bug.. if  im rasing the bug  and also another member raise it  a same bug..2nd bug considered as a duplicate...**

**5.Functional testing…hashnode**

**Non functional…hashnode**

**6.black box testing:**

**To validate the product without knowing the implementation or any prior knowledge.**

**The main focus of black box testing is to validate functional requirements.**

**7.white box testing**

**To validate the product programmatically. They have a knowledge of maximum code context.**

**8.gray box texting**

**Combination of both black box and white box testing.**

**They have a limited code knowledge and they wont have a full context and also validating the function with limited code knowledge.**

**9.Test case design techniques**

**When the software is tested, the tester will write as many testcases and different scenarios as possible. Whenever the tester is writing the test cases they will follow the specific methods and approaches.**

1. **Error guessing**
2. **Eqyalance partitioning**
3. **Boundary value analysis**

**The goal of these methods is to check both positive and negative values are tested thoroughly.**

**Error guessing**

This is a technique used for drafting test cases by guessing the errors. It is more like Negative testing for a particular testcase.

Error guessing is a technique in which there is no specific method for identifying the error. It is based on the experience of the test analyst, where the tester uses the experience to guess the problematic areas of the software.

Equivalence partitioning

Equivalence partitioning is a technique of software testing in which input data is divided into partitions of valid and invalid values, and it is mandatory that all partitions must exhibit the same behavior.

If a condition of one partition is true, then the condition of another equal partition must also be true, and if a condition of one partition is false, then the condition of another equal partition must also be false.

Boundary value analysis

The basic assumption of boundary value analysis is, the test cases that are created using boundary values are most likely to cause an error.

if text field can accept only values b/w 1 to 10

decision table technique

Decision table technique is a combination of rules and conditions.

No. of test cases= no.of rules =2 power(no.of.conditions)

State transition technique

It is used to capture the behavior of the software application when different input values are given to the same function.

**Example:**

Requirement:

If a user enters the wrong password 3 times, then the account should be blocked.

10.what is sprint?

Smaller time phrase called sprint when scrum team works to complete set amount of time.

**Sprint planning**

**For example** they are going to develop 5 features. Total 1.5 months for sprint time.

Developer will work 1 and 2 feature and they will complete the feature in 15 days and then they will give it to the qa team.

Dev. Team will work 3rd and 4th feature by the time qa team test the 1 nd 2 feature. Qa team test the first sprint if any error occurred they will give it to the development team to resolve it.

11. waterfall model?

Waterfall model is sequential development process . SDLC  same thig happens in waterfall model

**Agile Methodology** meaning a practice that promotes continuous iteration of development and testing throughout the software development ...

13. severity and priority?

Severity

Impact of the bug on the application

**Blocker**: if the severity of a bug is a blocker ,which means we cannot proceed to to the next module.

**Critical:** if severity of a bug is critical ,it means main functionality is not working fine.

**Major**: it means supporting components and modules are not working fine.

**Minor:** if the severity of a bug is major ,which means all UI problems are not working fine

Priority

It is important for fixing the bug

**High**: it is the major impact of the customer application, it has be fixed first

**Medium**: problem should be fixed before the release in current version development

**Low**: the problem should be fixed if there is a time, it can be deffered with the next release.

14. **JIRA?**

Famous project management tool, test case m.t ,task tracking tool,

Bug tracking tool..where you store the bugs

Write nd store the test cases.

It is primarily used as a proj. MT(where you can create sprint. We can track everything in progress of the project)

How we can raise in bugs in jira.

15. restesting?

1.when can stop the testing?

all testcase are executed then we will stop the testing. sometime management will decide when to stop the testing

2.system testing?

3. diff b/w testing and debugging?

debugging is done by the developer..if any defects..

testing team check the requirement

4.why are we using Sdlc

to give quality product

5.who is doing requirement analysis?

business analyst

6.where we can start the testcases?

once the srs doc is ready..will start the testing we dont need to wait until build is ready

7.automation feasibility report?

all test cases are not manually tested they will think this testcase is automation testing part so they will report to the team

8.rtm? req tracebility matrix document

9.test plan/strategy document?

sd..strategey are same test plan will differ..

test plan is high level document

9.static/dynamic

10.what is v model

2 methods

verification and validation

verification is building the product right..validation will be building the right product

10.unit testing?

testing the individual part is called and done by the developer

11.integration testing....most of the time done by the dev.

12.end end testing...in system testing

13.acceptance testing?

done by the users..user will use the feature and give the feedback and any defect

14.Wb testing?

most of the time done by the dev.

15.grey box?

it is same as

16..integration testing is a level of testing not a type of testing

17.exploratory testing?

experienced person in the team

18.monkey testing? done by business analyst not aware of the coding.

done by the person

randaomly making the functionality.. and doing the testing will not have any code knowledge and testing knowledge

19.adopt testing?

testing knowledge they have and testing knowledge and pick random functionality and doing the testing

20. ..>smoke testing is a sub set of user acceptance testing.

--> sanity is sub set of regression testing

21.scalability and stability testing?

22.compatibility testing?

23.accesibility testing?

accebile by everyone including ubnormal person

24.what is bug?

25..diff bw bug, defect , error ...very important

26.pending re test state?

27.categories of defect?

cosmetic defect...color mis matach,spelling mistake, different logo,diff company name

blocker user defect..

28.bug leakage and bug release?

devvoloper dev the product. tester testing the product product is release .after giving the product to customer find any defect is bug leakage

release...releasing the product with low priority defect that is called bug release

29.sprint retrospective meeting?

30.low priority and high priority bug...screenshot in computer

31.  Exhaustive testing is

 Impractical but possible

32. Scrum?

 A flexible product development strategy where a development team works together to reach a specific goal called

33. A key principle of Scrum is

Requirements volatility

34.