DAY 22

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What do you mean by GOOD Code and BAD CODE?

GOOD Code:

Readable and maintainable

Well-documented

Follows SOLID principles

Properly indented and formatted

Follows naming conventions

Has error handling

Testable

Efficient and optimized

Modular and reusable

BAD Code:

Poorly documented

complex, tangled logic

Duplicate code

Hard-coded values

Poor naming conventions

No error handling

Tightly coupled

Difficult to test

Inefficient

Unscalable

What do you understand by databinding?

Data binding is the process of establishing a connection between the application's UI and business logic.

What do you know about continuous development?

Continuous Development is a software development practice where:

Key Components:

Continuous Integration (CI)

Continuous Delivery

Continuous Deployment

Features:

Automated testing

Regular code commits

Automated build processes

Quick feedback loops

Regular deployments

Benefits:

Faster time to market

Reduced risk

Better quality code

Early bug detection

Improved collaboration

What are the conditions for polymorphism?

Inheritance:

Must have an inheritance relationship (parent-child)

Use extends keyword in Java

Method Overriding:

Child class must override parent class method

Same method signature required

Upcasting:

Reference of parent class

Object of child class

List down the Manual and automated testing tools

Manual Testing Tools:

TestRail

Zephyr

qTest

TestLink

Bugzilla

Automated Testing Tools:

Selenium

JUnit

TestNG

Cypress

Postman