Name:

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| **ID** | **Questions:** | **Answers** |
| **1** | **Statement:**  A programmer while designing and building the software can make mistakes or error. These mistakes or errors mean that there are flaws in the software. These are called defect.  Is this statements true or false? | A. True  B. False |
| **2** | Cost of defects in software testing. Choose one correct answer: | 1. Earlier the defect is found lesser is the cost of defect.  2. Earlier the defect is found higher is the cost of defect.  3. Later the defect is found lesser is the cost of defect.  4. On the cost of the defect does not affect at what stage it was found |
| **3** | 4. Which of the following could be a reason for a failure  1) Testing fault  2) Software fault  3) Design fault  4) Environment Fault  5) Documentation Fault | A. 2 is a valid reason; 1,3,4 & 5 are not  B. 1,2,3,4 are valid reasons; 5 is not  C. 1,2,3 are valid reasons; 4 & 5 are not  D. All of them are valid reasons for failure |
| **4** | Bug life cycle. Choose one correct answer: | A. Open, Assigned, Fixed, Closed  B. Open, Fixed, Assigned, Closed  C. Assigned, Open, Closed, Fixed  D. Assigned, Open, Fixed, Closed |
| **5** | Faults found by users are due to: | A. Poor quality software  B. Poor software and poor testing  C. Bad luck  D. Insufficient time for testing |
| **6** | Bug statuses. Match the status of the bug with a description:  1. When a defect is logged and posted for the first time.  2. After the tester has posted the bug, the lead of the tester approves that the bug is genuine and he assigns the bug to corresponding developer and the developer team.  3. The tester tests the bug again after it got fixed by the developer. If the bug is not present in the software, he approves that the bug is fixed and changes the status to “...”.  4. When developer makes necessary code changes.  5. If the bug still exists even after the bug is fixed by the developer. | A. Reopen (5)  B. Fixed (4)  C. New (1)  D. Verified (3)  E. Assigned (2) |
| **7** | One of the fields on a form contains a text box which accepts numeric values in the range of 18 to 25.  Identify the invalid Equivalence class | a) 17  b) 19  c) 24  d) 21 |
| **8** | In a system designed to work out the tax to be paid:   * An employee has £4000 of salary tax-free. * The next £1500 is taxed at 10%. * The next £28000 after that is taxed at 22%. * Any further amount is taxed at 40%.   To the nearest whole pound, which of these groups of numbers fall into three DIFFERENT equivalence classes? | 1. £4000; £5000; £5500 2. £32001; £34000; £36500 3. £28000; £28001; £32001 4. £4000; £4200; £5600 |
| **9** | In an Examination, a candidate has to score a minimum of 24 marks in order to clear the exam. The maximum that he can score is 40 marks. Identify the Valid Equivalence values if the student clears the exam. | a) 22,23,26  b) 21,39,40  c) 29,30,31  d) 0,15,22 |
| **10** | 1. An error which occurs on the basic functionality of the application and will not allow the user to use the system.  2. The spelling mistakes that happens on the cover page or heading or title of an application.  3. An error which occurs on the functionality of the application (for which there is no workaround) and will not allow the user to use the system but on click of link which is rarely used by the end user.  4. Any cosmetic or spelling issues which is within a paragraph or in the report (Not on cover page, heading, title). | A. High Priority & High Severity (1)  B. High Priority & Low Severity (2)  C. High Severity & Low Priority (3)  D. Low Priority and Low Severity (4) |

11. What is SDLC? Examples of SDLC - Life cycle of Software:

SDLC - Software Development of Life Cycle shows all types of activities which happen through cycle life, and shows how this activities are connected logically and chronologically

There are three types of SDLC: Sequential, Iterative and Incremental

Sequential: Waterfall, V-model

Iterative -Incremental: RUP, Scrum, Kanban, Prototype (Spiral) model

12. What is test design techniques? Examples

Design techniques help reduce the number of test-cases but save test coverage

There are two big group of test design techniques: static and dynamic

Static for example: Review analysis (Informal, walkthrough, technical review)

Dynamic: specification based, structure based, Experience based

Specification based

1.Equivalence partitioning

2. Boundary value analysis

3. Decision tables

4. State transition

5. Use case

13. What tools for video recording and screenshot do you know?

screenshot : Lightshot, Printscreen

video recording: Movavi Video Suite