

# Software Testing Assignment

## Module 1 (Fundamental)

### Basic

Q1. What is software Engineering?

ANS1. Software engineering is defined as a process of analyzing user requirements and then designing, building, and testing software application which will satisfy those requirements.

Q2. What is SDLC?

ANS2. The Software Development Life Cycle (SDLC) refers to a methodology with clearly defined processes for creating high-quality software. in detail, the SDLC methodology focuses on the following phases of software development:

- Requirement analysis
- Planning
- Software design such as architectural design
- Software development
- Testing
- Deployment

This article will explain how SDLC works, dive deeper in each of the phases, and provide you with examples to get a better understanding of each phase.

Q3. What is software Development Methodology?

ANS3. Software development methodology is a process or series of processes used in software development. Again, quite broad but that it is things like a design phase, a development phase. It is ways of thinking about things like waterfall being a non iterative kind of process. Generally it takes the form of defined phases. It is designed to describe the how of the life cycle of a piece of software.

Q4. What is agile methodology?

ANS4. Agile methodology is a combination of iterative and increment method

-> It divides the software into the small increment builds this builds are provides in iteration, that means the big project are divides into the small chunks.

Q5. What is use-Case?

ANS5. A use case is a description of how a person who actually uses that process or system will accomplish a goal. It's typically associated with software systems, but can be used in reference to any process.

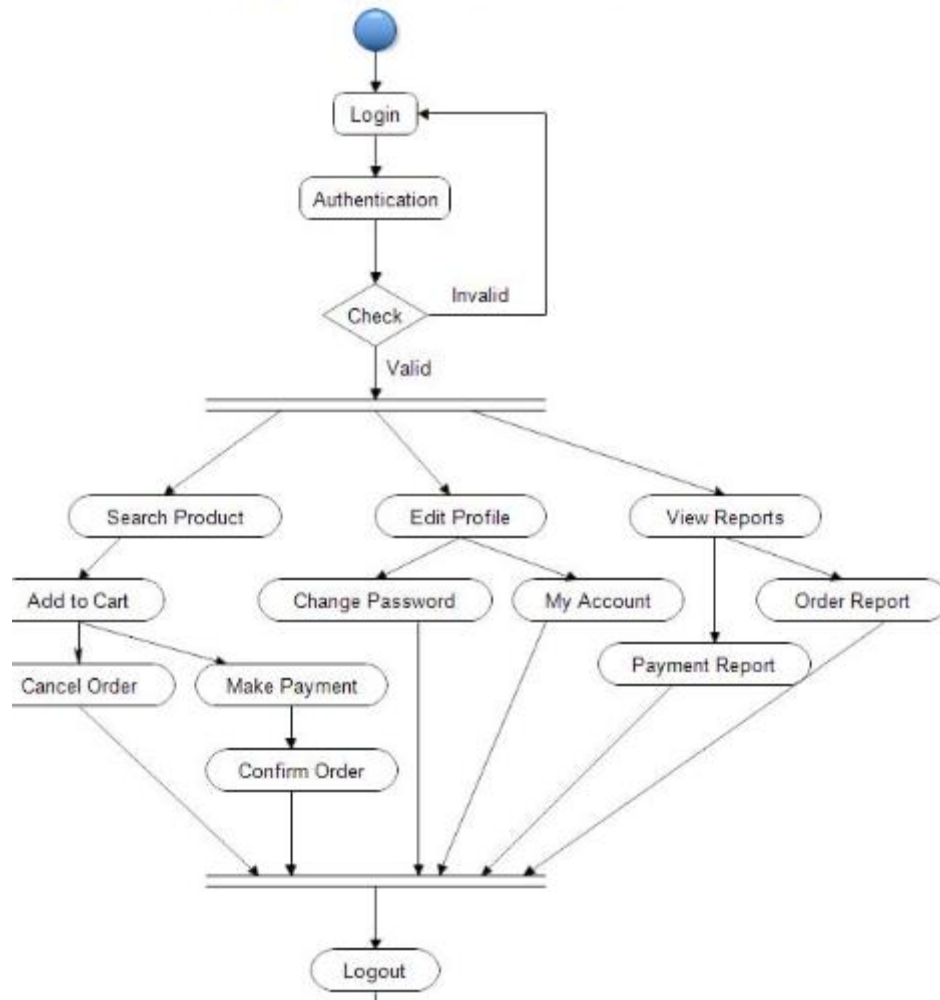
Q6. What is Activity Diagrams?

ANS6. Activity diagram is another important diagram in UML to describe the dynamic aspects of the system.

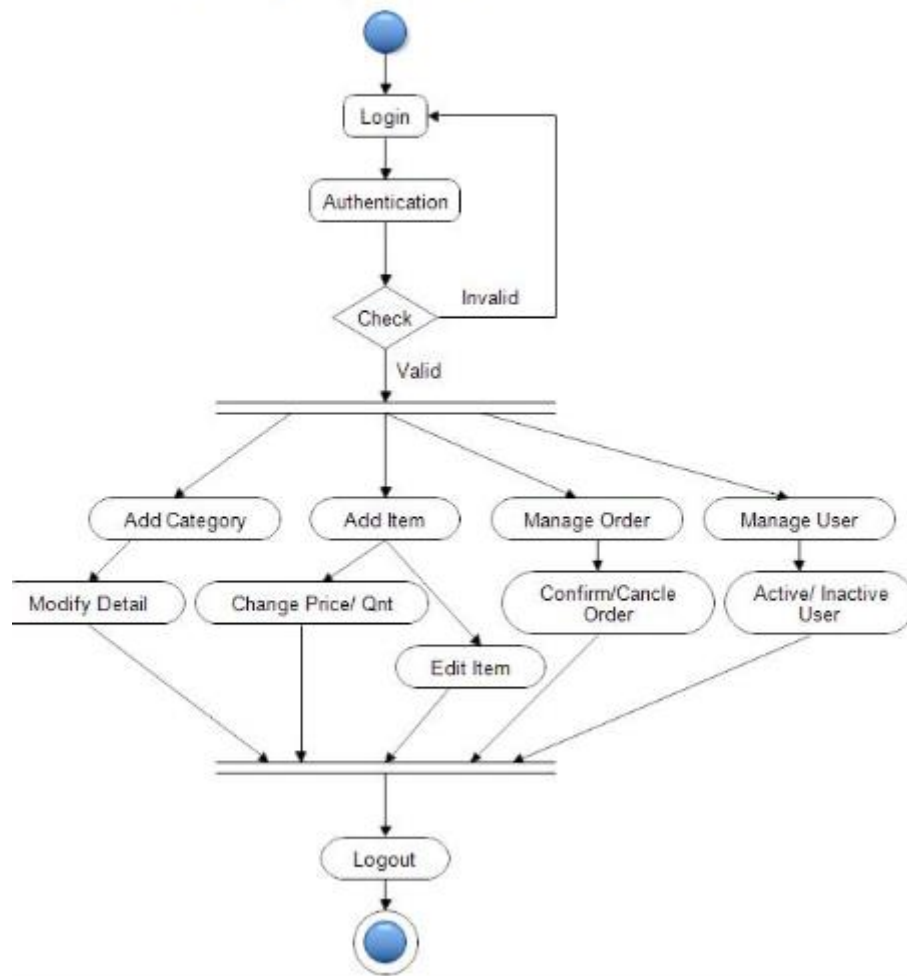
Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system.

The control flow is drawn from one operation to another. This flow can be sequential, branched, or concurrent. Activity diagrams deal with all type of flow control by using different elements such as fork, join, etc

## Activity Diagram for User Side



### Activity Diagram for Admin Side



Q7. What is SRS?

ANS7. A software requirements specification (SRS) is a document that captures complete description about how the system is expected to perform. It is usually signed off at the end of requirements engineering phase.

Types of Requirements:



Q8. What is Programming?

Q9. What is oops?

ANS9. Identifying object and assigning responsibilities to these object.

- ➔ Object communication to other object by sending messages.
- ➔ Messages are received by the method of an object
- ➔ An object is like a black box
- ➔ The internal details are hidden
- ➔ Basic unit of oops
- ➔ Class blueprint of object

Q10. Write Basic Concepts of oops

ANS10. Object oriented programming is a type of programming which uses objects and classes in its functioning. The object oriented programming is based on real world entities like inheritance,

polymorphism, data hiding, etc. It aims at binding together data - their usage.

Some basic concepts of object oriented programming are –

- CLASS
- OBJECTS
- ENCAPSULATION
- POLYMORPHISM
- INHERITANCE
- ABSTRACTION

