SOFTWARE TESTING ASSIGNMENT

(MODULE-2)

Que: What is Exploratory Testing?
Ans: Exploratory testing is a concurrent process where -
i)Test design, Execution and logging happen simultaneously
ii) Testing is not often recorded
iii)Test cases are not created in advances but testers check system on the fly
iv) Makes use of experience, heuristic and test patterns
Basically, the focus of the exploratory testing is more on testing as a "thinking " activity.

Que: What is Traceability matrix?
Ans: Traceability matrix is a document that maps and traces user requirements with test cases. It captured all the requirement proposed by the client and requirement traceability in a single document delivered at the conclusion of the software development lifecycle.
The main purpose of traceability matrix is to validate that all requirements are checked via test cases such that no functionality is unchecked during software testing.

Que: What is Boundary value testing?
Ans: Boundary value testing is a technique in which we have to focus on the values at boundaries as it is found that many applications have a high amount of issue on the boundaries. It refers to the values near the limit where the behaviour of the system changes. In boundary value testing, both valid and invalid inputs are being tested to verify the issues.

Que: What is Equivalence partitioning testing?
Ans: In Equivalence partitioning testing, the input values/data tat provide to system are divided into different classes or groups. Instead of using each and every input values we can now use any one value from the group to test outcome which will help to reduce the amount of rework and most importantly the time spend.

Que: What is Integration Testing?
Ans: Integration testing is a level of the software testing process where individual units are combined and tested as a group. It is performed to exposed defects in the interface and in the interactions between integrated components or system.

Que: What determines the level of risk?
Ans: The level of risk determines by the two factors. They are
i) **Project risk**
a) To identify the risk associated with your project.
Example: A senior team member leaving the project shortly

b) It is found at the time of developing mode.
ii) **Product risk**
a) To identify the risk associated with your product
Example: A flight reservation system didn't install the test environment.
b) It is found after the development.

Que: What is Alpha testing?
Ans: Alpha testing is a types of software testing performed to identify bugs before releasing the product to real users or to the public.it comes under the category of both white box and black box testing. It is not open to the market and public.
Basically, it is performed by the developer and sometime by independent testers also.

Que: What is Beta testing?
Ans: Beta testing is a type of software testing which is performed by the customers in the real time environment. It is only a kind of black box testing and is always open to the market and publics.

Que: What is component testing?
Ans: Component testing is also known as unit testing, module testing and program testing. It is the minimal software item that can be tested in isolation. It means "A unit is the smallest testable part of software.
The main goal of component testing is to isolate each part of the program and shows that the individual part is correct.

Que: What is Functional testing?
Ans: Functional testing is a type of software testing and a black box testing whereby the system is tested against the functional specification provided by the clients.
The purpose of functional testing is to test each function of the software application by providing appropriate input, verifying the output against the functional requirement.

Que: What is Non-functional testing?
Ans: Non-functional testing is a types of software testing which helps to check the performance, reliability, scalability and other non-functional aspects of the software system. It helps to improve the performance of the applications.

Que: What is GUI testing?
Ans: GUI (Graphic User interface) is one of the unique types of software testing that is frequently used to check graphic user interface features for the application or the software. Usually, GUI testing is used to assess the design of elements or feature like buttons, menus, captions, content, links, text boxes and layout etc.

Que: What is Adhoc testing?
Ans: Adhoc testing can be achieved with the testing technique called Error Guessing. It is an informal testing type with an aim to break the system and to find defects by random clicking.

This testing is primarily performed if the knowledge of testers in the system under the test is very high.

Que: What is Load testing?
Ans: Load testing is a kind of performance testing which determines a system's performance under real-life load conditions. This testing also helps to determine how the application behaves when multiple user access it simultaneously.

Que: What is Stress testing?
Ans: Stress testing is also known as Endurance testing. It is done to make sure that the system would not crash under crunch situation. The goal of this testing is to analyse the behaviour of the system after failure.
Most prominent use of stress testing is to determine the limit at which the system or software or hardware breaks.

Que: What is White Box testing and list the types of white box testing?
Ans: White box testing is a software testing method where testing based on an analysis of the internal structure of the component or system. It is also known as structured based testing techniques and Glass box testing.
Path testing, Loop testing and condition testing are the types of white box testing.

Que: What is Black Box Testing? what are the different black box testing techniques?
Ans: Black box testing is a software testing method in which the functionalities of software applications are tested without having knowledge of internal code, structure, implementation details and internal paths. It is also known as specification-based testing opaque testing, behavioural and close box testing.
Different Black box testing techniques are:
i) Equivalence partitioning
ii) Boundary value analysis
iii) Decision table testing
iv) State transition testing

Que: Mention what are the categories of defects?
Ans: The three main categories of defects are:
i) **Wrong**: If the requirements are implemented incorrectly, then they are stated as wrong defects.
ii) **Missing**: If the requirement is not done which is given by the customer. If a specification is not implemented, or a requirement of the customer was not noted properly, then it is a missing defect.
iii) **Extra**: If a requirement is not given by the end user and if it is done, then it is called an extra defect.

Que: Mention what big-bang testing is?
Ans: In Big-Bang testing all components or modules is integrated simultaneously after which

everything is tested as a whole. It is convenient for small system but also consume more time and difficult to trace the cause of failure because of this late integration.

Que: What is the purpose of Exit criteria?
Ans: The purpose of exit criteria is to ensure that the testing process is completed effectively and efficiently. It helps to ensure that all requirements have been met and that the software is ready for release. By defining clear exit criteria, testing teams can ensure that they have meet all necessary requirements before moving on to the next stage of development.

Que: When should "Regression Testing" be performed?
Ans: We do Regression testing whenever the production code is modified. Usually, we do execute regression test in the following cases:
i) when new functionality are added to the application.
ii) when there is a change requirement.
iii)when there is a defect fix.
iv) when there is a performance issue fix.
v) when there is an environment change.

Mostly, the Regression testing is carried out throughout the development process and this is a continuous process too still the best time to perform regression testing is after smoke testing or at the end of the function testing after a short release.

Que: What is 7 keys of principle? Explain in details.
Ans: The 7 keys of principles are:
i) Testing shows presence of defects:
It means testing reduces the no. of defects but it can never ensure that the software is 100% bugs free even after doing the multiple time of testing.
ii) Exhaustive testing is not possible:
Exhaustive testing is impossible because the software can never test every test cases. it can test only some test cases and assume that the software is correct and it will produce the correct output in every test cases.
iii) Early testing:
For better performance of software, testing will start at the initial phase because early testing in SDLC lifecycle will help to identify bugs easily and can be resolved at that time which will save lots of money. Otherwise, it will be expensive if the bugs found at the end of the testing.
iv) Defect clustering:
It states that a small number of modules or functionality contain most of the defects detected.
As per the pareto principle (80-20 rule) to software testing: approximately 80% of the problems comes from 20% of modules & remaining 20% of issues from remaining 80% of modules. So, we do emphasize testing on the 20% of modules where we face 80% of bugs.
v) Pesticide paradox:

It states that repeating the same test cases again & again will not find new bugs. so, everytime it is suggested that whenever you have a certain testcases then it is necessary to review the test cases and add or update test cases to find the new bugs.

vi) Testing is context dependent:

-> Different types of software need to perform different types of testing.

-> Testing approach depends on context of software developed.

-> The testing of the e-commerce site is different from the testing of the android application.

vii) Absence of Error fallacy:

If a built software is 99% bugs free but it does not follow the user requirement then it is unusable. So, it is mandatory to fulfil all the customer requirement.

Que: Explain types of performance testing?

Ans: Types of performance testing are:

i) Load Testing:

Load testing is a kind of performance testing which determines a system's performance under real-life load conditions. This testing also helps to determine how the application behaves when multiple user access it simultaneously.

ii) Stress Testing:

Stress testing is also known as Endurance testing. It is done to make sure that the system would not crash under crunch situation. The goal of this testing is to analyse the behaviour of the system after failure. Most prominent use of stress testing is to determine the limit at which the system or software or hardware breaks.

iii) Endurance testing:

Endurance testing is also known as 'soak testing'. it is done to determine if the system can sustain the continuous expected load for a long duration. Issues like memory leakage are found with endurance testing.

iv) Spike Testing:

In spike testing, we analyse the behaviour of the system on suddenly increasing the number of users. It also involves checking if the application is able to recover after the sudden burst of users.

v) Volume Testing:

The volume testing is performed by feeding the application with a high volume of data. The application can be tested with a large amount of data inserted in the database or by providing a large file to the application for processing. Using volume testing, we can identify the bottleneck in the application with a high volume of data.

Que: Difference between QA v/s QC v/s Testing?

Ans: The difference between QA v/s QC v/s Testing are:

QUALITY ASSURANCE (QA)	QUALITY CONTROL (QC)	TESTING
1) It is a process-oriented activities.	1) It is a product-oriented activities.	1) It is a product-oriented activities.
2) it comes under the category of verification.	2) It comes under the category of Validation.	2) It comes under the category of Validation.
3) It is the proactive and preventive approach to ensuring that the project meets the quality standards and requirements.	3) It is the reactive and corrective approach to verifying that the project output meets the quality standards and requirements.	3) It is a preventive approach to ensure the identification of bugs/error/defects.
4) It focuses on the process, methods and tools that are used to deliver the project outputs such as planning, design, testing and review.	4) It focuses on the products, deliverables and results that are produced by the project processes, such as documents, software, reports and services.	4) It focuses on actual testing.
5) Its aim is to improve the quality of the project by identifying and eliminating the defects and error before they occur.	5) Its aim is to measure the quality of the project by detecting and correcting the defects and errors after they occur.	5) The ultimate aim of testing is to release or delivered quality product to the clients.
6) It is a subset of Software Testing Life Cycle.	6) It can be considered as the subset of Quality Assurance.	6) Testing is the subset of Quality Control.

Que: Difference between Smoke testing and Sanity testing?

Ans: The difference between Smoke testing and Sanity testing are:

SMOKE TESTING	SANITY TESTING
• Smoke Testing is performed to ascertain that the critical functionalities of the program is working fine. • The objectives of this testing is to verify "stability" of the system by performing testing. • Smoke Testing is performed by either developers or testers. • Smoke Testing is the subset of acceptance testing. • Smoke Testing is usually documented or scripted. • There is end to end system verification done in smoke testing • For every new build release smoke testing is carried out	• After receiving a software build, with minor change in code or functionality sanity testing is performed to ascertain that the bugs have been fixed and no further issues are introduced due to these changes. • The objectives of this testing is to verify the "rationality" of the system by performing testing. • Sanity Testing is performed by testers alone. • Sanity Testing is the subset of regression testing. • Sanity Testing is usually not documented and is unscripted. • A specific component gets verified in sanity testing. • Sanity Testing is carried out when in dept testing is not possible because of short time.

Que: Difference between verification and Validation?

Ans: The difference between verification and validation are:

VERFICATION	VALIDATION
• Verification is the process which is performed at the development level	• Validation is a process which is performed at the Testing level.
• Verification phases are: Business/User Requirement System Requirement Technical Requirement Program Specification	• Validation phases are: Unit Testing Integration Testing System Testing Acceptance Testing
• Verification can be achieved by asking- "Are you building a product right"	• Validation cab be achieved by asking- " Are you building a right products "
• It is the process of evaluating product of development to check whether the specified requirement meet or not.	• It is the process of evaluating the products of development to check whether it satisfied business requirement or not.
• Verification activities are reviews and inspection	• Validation activities is Testing.

Que: What is Error, Defect, Bug and Failure?

Ans: **ERROR**: A mistake in coding is called Error. Normally, it is committed by the developed.
DEFECT: Error found by the tester at the time of testing phase is called Defect.
BUGS: Defect accepted by the developer team then it is called Bugs.
FAILURE: Build does not meet the requirement then it is failure.

Que: Difference between Priority and Severity?

Ans: The difference between priority and severity are:

PRIORITY	SEVERITY
• Priority is a term that defines how fast we need to fix a defect. • Priority is basically a parameter that decides the order in which we should fix the defects. • Priority relates to the scheduling of defects to resolve them in software • The value of priority is subjective and changes its value from time to time • The Product manager basically decides a defect's priority level • There are 5 types of Severities: Cosmetic, Minor, Major, Moderate and Critical	• Severity is a term that denotes how severely a defect can affect the functionality of the software • Severity is basically a parameter that denotes the total impact of a given defect on any software. • Severity relates to the standards of the quality • The value of severity is objective and changes its value continually from time to time • The testing Engineer basically decides a defect's severity level • There are 3 types of priorities: High, Medium and Low

Que: What is Bug lifecycle?

Ans: Bug lifecycle is also known as Defect lifecycle. It is a specific set of states that defect or bug goes through in its entire life. The purpose of Defect lifecycle is to easily co-ordinate and communicate current status of defect which changes to various assignees and make the defect fixing process systematics and efficient.

Que: Explain the difference between Functional testing and Non-functional testing?
Ans: The difference between functional and non-functional testing are:

FUNCTIONAL TESTING	NON-FUNCTIONAL TESTING
• Functional Testing is the type of software testing and a black box testing whereby the system is tested against the functional specification provided by the clients. • The purpose of Functional testing is to test each function of the software application by providing appropriate input, verifying the output against the functional requirements. • It is based on the business requirement • Functional Testing is easy to execute manually • Functional Testing describes "what the product does". • Functional Testing helps to enhance the behaviour of the application. • Unit testing, smoke & sanity testing, Integration testing, white & black box testing, User acceptance testing and Regression testing are the types of functional testing	• Non-Functional Testing is a types of software testing which is used to check performance, reliability, scalability and other non-functional aspects of the software system. • The primary purpose of non-functional Testing is to test the reading speed of the software system as per non-functional parameters. • It is based on the performance requirement • It is hard to execute non-functional testing manually • Non-functional testing describes how good the product works • Non-functional testing helps to enhance the performance of the application • Performance testing, Load testing, volume testing, Stress & security testing, Installation testing, penetration testing and compatibility testing are the types of functional testing.

Que: To create HLR & Testcase of
1.Instagram and Facebook (only first page)
2. Facebook Login Page: https://www.facebook.com/
Ans: **HLR & Testcase on Instagram & facebook first page**

HLR on Instagram first page	Click here
HLR on Facebook first page	Click here
Test case on Instagram first page	Click here

Test case on Facebook first page	Click here
Facebook Login Page: https://www.facebook.com/	Click here

Que: What is the difference between the SDLC (Software Development Lifecycle) and STLC (Software Testing Lifecycle).

Ans:

SDLC	STLC

• SDLC stands for Software Development lifecycle.
  • It is a methodology or step by step approach to produce software with high quality, lowest cost in the shortest possible time by defining different phases.
  • SDLC phases includes:
i) Requirement Collection
ii) Software Analysis
iii) Software Design
iv) Implementation
v) Testing
vi) Maintenance
  • It helps in developing the good quality software product
  • Project Manager, Business analyst, Designers and Developers are involved in SDLC.
  • The ultimate outcomes of SDLC is delivering a higher quality product to the customer.
	• STLC stands for Software Testing Lifecycle
	  • It is a sequence of different activities performed by the testing team in order to ensure the quality of software or Product.
	  • STLC phases includes:
	i) Requirement Analysis
	ii) Test planning
	iii) Test case Development
	iv) Test Environment Setup
	v) Test Execution
	vi) Test cycle Environment
	  • It helps to create the software Bug free.
	  • Quality Assurance and Testers team are involved in Software testing lifecycle (STLC)
	  • The ultimate outcomes of STLC is preferably to deliver bug-free software

Que: What is the difference between test scenarios, test cases and test script?

Ans: **Test scenario**

i) A Test scenario is any functionality that cab be tested.
ii) Test scenario provides a small description, mostly one-line statements.
iii) It is also called Test condition or Test possibility
iv) It focus on "what to be tested".
v) Test scenario is derived from Use case and SRS.
vi) It requires fewer resources to write test scenario.

Test Cases

i) Test case is a detail document that describes step by step process to execute a test.
ii) Test cases are more detailed with number of parameters
iii) It focus on "How to be tested".
iv) Test cases are derived from Test scenario.
v) It requires more resources for documentation and execution.

Test Script

i) A Test script is a set of instructions that is performed on a system under test to verify that the system performs as expected.
ii) It is a line-by-line description that contain information about system functions that must be perform to verify an application or system under test.
iii) It is used for automation testing that aims to validate the functionality of the software.

Que: Explain what is the test plan is? What is the information that should be covered?

Ans: A **Test plan** is a document that describes the strategy and objectives for a testing software product or system. It usually includes information such as the schedule, scope, resources, criteria and risks of the testing process. The Test plan serves as a blueprint to conduct software testing activities as a defined process, which is minutely monitored and controlled by the test manager. It guides the testing efforts and helps to find and resolve errors.

Creating a test plan is an important step in software development as it helps to ensure that the software products are thoroughly tested before they are released to the customers.

Test plan should cover the following information:

i) The roles and responsibilities of the test team and stakeholders.
ii) The general timelines and schedules for testing activities
iii) The levels and types of testing to be performed
iv) The test coverage, methods and responsibilities
v) The test environment and tools
vi) The test criteria and metrics
vii) The test deliverables and reports

Que: What is priority?

Ans: Priority are the aspects of software testing that measure the impact and urgency of a defect. It refers to how quickly the fault should be rectified and it is decided by the manager or client.

Priority is basically a parameter that decides the order in which we should fix the defects.

Que: What is severity?

Ans: Severity are the aspects of software testing that measure the impact and urgency of a defect. It refers to how important the flow is to product's functionality and it is determined by the QA Engineers.

Severity is basically a parameter that denotes the total impact of a given defect on any software.

Que: What are the categories of bugs?

Ans: Bugs are classified into different categories depending on their nature, impact on the user experience and severity. These categories include:

a) critical bugs b) Minor bugs c) Major bugs d) Trivial bugs

Que: What are the advantages of Bug-zilla?

Ans: Advantages of Bug-zilla are:

i) Automatic duplicate Bug detection

ii) Search option with advanced features

iii) Open source, free bugs tracking tool

iv) Optimize Database structure to enhance performance

v) Ideal for small projects

vi) File/Modify bugs by email

Que: To create HLR & Test Case of Web Based (WhatsApp web , Instagram)

1. WhatsApp Web: https://web.whatsapp.com/

2. Instagram web: https://www.instagram.com/accounts/login/?hl=en

Ans: HLR

HLR on whatsApp web	**Click here**
HLR on Instagram web	**Click here**

TESTCASE

Testcase on whatsapp web	**Click here**
Test case on Instagram web	**Click here**

Que: To create HLR and Testcase on this link: https://artoftesting.com/

Ans:

HLR on: https://artoftesting.com/	**Click here**
Testcase on: https://artoftesting.com/	**Click here**

Que: Write a scenario of only WhatsApp chat messages?

Ans: Scenario of only WhatsApp chat message are:

i) There should be an option of writing message in different language or design as per the

customer requirement.
ii)) check the maximum and minimum length of the test field
iii) user can create WhatsApp chat group
iii) it should be easy to add and remove someone from the chat group.
iv) user can send or receive document in the group or individual.
v) user can send or receive text message in the group or individual.
vi) user can send or receive audio, video, location in the group or individual.
vi) user can send or receive emoji, GIFs, icons, contact etc.
vii) There should be an option of deleting message unfortunately if you have sends someone.
viii) user can delete, text, video, audio, location and document in the chat box.
ix) chat windows display the last updating chatting time.
x) Starred any particular message then you can see that message on starred message i.e no need to scroll to saw that message, it will save on starred messages.
xi) user can mute the individual in the individual chat boxes.
xii) user should have an options like report, block, clear chat, export chat and add shortcut.
xiii) user can set wallpaper for a particular or personal chat.
xiv) user can block the personal or particular chat.
xv) user should have an also an option to sending money on the platform of chat box.
xvi) Every user should be share information
xvii) check the total number of characters the text field can allow.

Que: Write a scenario of Pen?
Ans: Scenario of Pen are:
i) It should be light weighted.
ii) Materials used for making the pen is of good quality.
iii) While holding or writing, it should be comfortable due to grip will not cause any pain.
iv) It should not be noisy while writing.
v) check cap of the pen should be stuck properly or not. It should be easily open and close.
vii) The brand or company name should be visible easily or written over the pen.
viii) Pen should be waterproof.
ix) verify the ink, it should not overflow nor get break either.
x) verify the ink colour of pen should be consistent from start till the end.
xi) verify if the ink will not get dried easily by keeping the pen on open for sometimes.
xi) It should be of good in term of design, size, colour etc
xii) It should be smooth, glossy, thick in writing.
xiii) pen should be in different types such as ink pen, ball point pen, gel pen etc
xiv) Refill should be change easily or fit in any pen or not
xv) pen should not have sharp edges and corner.

Que: Write a scenario of Door?
Ans: Scenario of Door are:
i) It should be single or bi-folded door.
ii) It should be open inward or outwards also.
iii) Door should be in different categories in term of colour, Design, materials, size, lock etc

iv) Door should be sliding, rotating or close automatically or not.
v) it should be of better quality.
vi) Check the door condition when used extensively with water.
vii) It should not be noisy while open or closed.
viii) verify the stopper at the end of the door.
ix) Door's lock should be of different types.
x) There should be peak hole available in the door to see the person knocking.
xi) It should be easily open or close without applying or require more amount of force.
xii) it should have multiple number of locks on interior side and exterior side.
xiii) It should be waterproof otherwise it should be damage easily.
xiv) Different material used for making door like wood, glass or any other material.
xv) Door's hinges should be of good quality and strength.

Que: Write a scenario of chair?
Ans: Scenario of chair are:
i) It should be stable enough to take an average human load.
ii) Check the material used in making the chair- wood, plastic, fibre etc.
iii) Leg of the chair are level to the surface or level.
iv) There should be back support in the chair.
v) verify the dimension of chair as per the specification.
vi) It should be light weighted which will easy to hold and move easily from one place to another.
vii) check the usability of the chair as an office chair. normal household chair.
viii) It should be good quality or not break easily.
ix) There should be an option of wheels and also it should be turn 360 degree.
x) chair's wheels should be well oiled and of good quality means not broken easily.
xi) It should be cover by cushion.
xii) It should be washable or not affect by water after washing.
xiii) It should be of different height as per the requirement or specification.
xiv) It should be of different colours and design.
xv)There should be support for hands in the chair.

Que: Write a scenario of wrist watch?
Ans: Scenario of wrist watch are:
i) It should be of different types – Analog or Digital.
ii) The material of watch and its strap should be good.
iii) It should be displays date and day.
iv) The brand or company name should be visible easily or written over the watch.
v) It should be waterproof.
vi) It should be in different specification in term of design i.e size, shape, dimension, colour, strap, chain etc.
vii) The number in the dial are clearly visible.
viii) It should be of different format i.e 12 hours or 24 hours.
ix) The dial's glass should not be easily breakable.
x) It should be good in battery backup.

xi) It should come with any guarantee or warranty.
xii) There should also functionality of having stopwatch, timer and alarm.
xiii) It should be also smart watch which will also help for taking call or sending message.
xiv) Clock's time should be corrected using the key in case of an analog clock and button in case of a digital clock.
xv) Dial should be cover by glass or plastics.

Que: Write a scenario of Lift (Elevator)?
Ans: Scenario of Lift (Elevator) are:
i) It should be move up and down without any issue.
ii) It should not be noisy while moving.
iii) All the button should be clickable and working properly.
iv) There should be an emergency escape or fire alarm also while having some accident or mishap.
v) Goods quality of metals used in the lift interior and exterior.
vi) It should be moving to the particular floor as the button of the floor is clicked.
vii) In case of power failure, the lift does not free fall and get halted on the particular floor.
viii) There should be proper air ventilation inside the lift.
ix) verify that at no point the lift door should open while in motion.
x) There should be a warning alert – audio/visual while in case of capacity limit is reached maximum.
xi) It should be stopped when the up/down buttons on a particular are pressed.
xii) In case of lift's door is about to close and an object is placed between the doors it the doors sense the object and again open or not.
xiii) Lift should stop on each floor or not while multiple floor button is click.
xiv) In case of power loss, there should be a backup mechanism to get into a floor or a backup power supply safely.
xv) verify the capacity in terms of total weight.

Que: Write a scenario of Microwave oven?
Ans: Scenario of Microwave ovens are:
i) Oven's door should be closed properly.
ii) It should not be noisy while open or close oven's door.
iii) Instruction or Text written over the oven's body is clearly readable.
iv) Digital display should be clearly visible and function correctly.
v) It should be function properly with different types of food-solid and liquid.
vi) It should heat food at the desired temperature properly within a specified time duration.
vii) verify the oven's food rotation speed is optimal and not too high to spill the food kept over it.
viii) Temperature regulator of the oven should be work correctly.
ix) Power cord of the oven should be long enough.
x) Check the maximum capacity of the oven and list its functioning with that volume of food.
xi) It should be function properly with different kinds of container material.
xii) It should be function properly with different foods at different temperature.
xiii) Temperature regulator of the oven should be smooth to operate.

xiv) Oven's Temperature controller should be working smooth and properly.
xv) After turning off/on the power of the microwave oven, check if the light turns on/off.

Que: Write a scenario of WhatsApp Group (generate group)?
Ans: Scenario of WhatsApp group are:
i) check if an admin can add others as admin.
ii) check admin can remove it from the group.
iii) check admin can add users to the group.
iv) check admin can restrict users.
v) check admin can remove others from admin.
vi) check if the admin can add people.
vii) check if the admin can add 250 people to group.
viii) check the admin user able to add people with the invite link.
ix) check the admin can delete people and add them back to the group.
x) check the admin user can be able to delete people.
xii) check the admin user able to delete all people in the group.
xiii) check the admin user cab be able to ban users.
xiv) check the contact details shows the name and profile photos of the contacts.
xv) check the maximum and minimum length of the test field.
xvi) check the total number of characters the text field can allow.

Que: Write a Test scenario of Pen stand?
Ans: Scenario of Pen stands are:
i) Pen stand should be in different categories in term of colour, Design, materials, size etc
ii) Different material should be used for making stand like wood, glass or plastic, fibre and any other material.
iii) The Pen stand should not be easily breakable.
iv) It should be washable or not affect by water after washing.
v) it should be of maximum quantity where you can put lots of pen in one stand.
vi) It should be able to hold pen accurately.
vii) it should be adjustable for all types of pens depend on its manufactured

Que: Write a Test scenario of Coffee Vending Machine?
Ans: Scenario of coffee vending machine are:
i) All the buttons should be working properly.
ii) The company name/logo should be displayed over the coffee vending machine.
iii) The indicator lights should work while pressing power ON button.
iv) The coffee vending machine should be started while pressing power ON button.
v) It should not produce noisy sound while using.

vi) The coffee vending machine should be off while pressing power OFF button.
vii) Machine should be displayed an error when it runs out of ingredients.
viii) Auto cleaner feature should be working as expected.
ix) verify the coffee vending machine leaks coffee or not.
x) Check half cup feature works properly or not.
xi) The input mechanism for coffee ingredients like milk, water, coffee beans powder etc work as expected or not.
xii) It should be cancelled after selection some input.
xiii) coffee should not be leaked when not in operation.
xiv) Digital display of machine should display correct information or not.
xv) There should be button for passes for extra coffee in the machine.

Que: Write a scenario of ATM?
Ans: Scenario of ATM are:
i) ATM should be different types of machines i.e touch screen, keypad button or both.
ii) All the label and controls including text, boxes, buttons, images and links are present on the screen.
iii) Informative text written displayed on the screen is clearly visible and legible.
iv) The touch of the ATM screen is smooth and operational.
v) It should be presented with the option to choose a language for further operations.
vi) Transaction detail should be printed after the transaction done.
vii) User should not allow to exceed the one-day transaction limit amount.
viii) In case of sudden electricity loss before withdrawing cash, the transaction is marked as null and the amount is not withdrawal from the user's account.
ix) User should not be allowed to proceed with the expired ATM card and that a proper error message get display.
x) User should be allowed to check account detail like available balance, mini statement etc.
xi) It should provide an option of both withdrawal and deposited cash.
xii) It should also provide an option of changing mobile number or email.
xiii) It should transact correct amount of money get withdrawal as entered by the user for cash withdrawal.
xiv) It should display with different account types option like saving, current etc.
xv) It should not be allowed user to continue transaction while putting multiple number of incorrect pin and get notify or initiate to temporary block card.
xvi) In case of ATM runs out of money, a proper message is display to the user.

Que: When to used usability testing?
Ans: Usability Testing is recommended during the initial design phase of SDLC, which gives more visibility on the user's expectations. It is also recommended to conduct usability testing at different stages throughout your development process, not just when you are near the finish line.

Que: What is the procedure of GUI Testing?
Ans: The procedure of Gui Testing are:
i) Identify the test environment: Determine the hardware and software requirements for the

application under test.
ii) Identify the test cases: Identify the test cases that need to be executed for GUI testing.
iii) Create test data: Create test data that will be used to execute the identified test cases.
iv) Execute test cases: Execute the identified test using the created test data.
v) Record and report defects: Record any defects found during testing and report them to the development team.

Que: To create scenario (positive & negative) of -
1) Gmail (Receiving mail)
2) online shopping to buy product (flip kart)
Ans: Positive Scenario of Gmail receiving mail:
i) Newly received emails should be highlighted in the inbox section making it easy to spot and read.
ii) It should be important to display correct sender email id, mail subject and mail body.
iii) When a newly received email is clicked, the user should navigate to the email content.
iv) Email contents should be correctly displayed with the desired source formatting.
v) All read emails are not highlighted in bold, making it easy to differentiate between read and unread emails.
vi) Users can see the attachment icons.
vii) Users can see all the options of unread emails like archieve, delete mark as read and snooze.
viii) Users can able to receive the email from all platforms like yahoo, outlook etc
ix) Users can able to see the count of read and unread emails.
x) Users can able to download the files, photos etc.
xi) users can able to add all to drive option after opening the emails.
xii) verify that downloads, add to drive, save to photos options are available on the attachment for users.
xiii) All emails whether read or unread, have a mail read time appended at the end of the email list displayed in the inbox section.

Negative scenario of Gmail receiving mail:
i) User cannot able to receive the mail without sender name.
ii) when user read the email counting is not decreases.
iii) when user receive the mail, it cannot show in inbox.
iv) user cannot able to start the emails.

Scenario of online shopping to buy products (flipkart)
i) user should able to select the desired attribute of the products e.g. Size, colour etc
ii) user can add the product to the cart easily.
iii) check the maximum number of products we can add to the cart
iv) All the clickable item, menu, buttons should be working or function properly.

v) user should remove the product easily from the cart.
vi) Delivery should be declined during checkout for the places where shopping is not available.
vii) There should be different methods of payment like COD, credit card, debit card ,UPI etc.
viii) All the payment method should be working fine.
ix) Products returns functionality works correctly.
x) Products image and details should be highlight and visible properly.
xi) Product's video should be also there.
xii) Coupon and card discount options should be also there as per the festive seasons.

Que: Write a scenario of WhatsApp payment?
Ans: Scenario of WhatsApp payment are:
i) It should be easy to understand and use.
ii) it should be convenient to send and receive money.
iii) it should not be charged any platform fees for sending any receiving money.
iv) It should be designed with end-to-end encryption and authentication, to make sure user financial information is protected.
v) check the vulnerabilities like unauthorized access and data leaks.
vi) It should be ensured that users receive accurate and timely updates on the status of their transactions including success, pending or failed statuses.
vii) It should allow or supported different types of payment methods like (debit card, credit card, UPI).
viii) It should be ensured that by transactions using each method are processed without issues.
ix) Payment features should be adheres to relevant financial regulations and standards to avoid legal issues.
x) It should be good in term of the payment process considering factors like speed, simplicity and accessibility.
x) check the payment features works seamlessly across various devices and operating systems, such as Android and iOS.
xi) It should be ensured that only authorized users can access the payment features.
xii) verify that refunds are processed correctly and promptly in case of failed transactions or cancellation.
xiii) check the transaction limit and confirm that users should be informed appropriately when these limits are reached.
xiv) It should handle the error easily and provide users with clear and helpful error messages such as insufficient funds, failed transaction or network issues.
xv) If WhatsApp collaborates with banks, test the integration to guarantee smooth communication and accurate processing of transaction.
xvi) Users can link their bank accounts or payment methods seamlessly.
xvii) Users can easily initiate a payment within a chat or payment section.
xviii) verify the users can select recipient from their contact list for payment.
xix) Users can view a detailed history of their transaction.