1) Why testing is required ?

A) Testing is required for an effective performance of software application or product.

2) What types of application we test?

A) Mobile, web based, window based

3) What is SDLC and different phases in SDLC ?

A) SDLC (System Development life cycle) is the process to develop the application.

4) What is waterfall method ?

A) Waterfall method is a sequential design process which is used in software development process and to ensure success of the project.

5) What is agile method ?

6) What is scrum methodology ?

A) Scrum is an Agile way to manage a project usually software development and most widely used.

Scrum has three roles team, Product owner, Scrum master.

7) What is the process in agile model ?

A) Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product. Agile Methods break the product into small incremental builds. These builds are provided in iterations.



8) What is daily standup meeting and what we discuss ?

A) A daily stand-up meeting is a short organizational meeting that is held each day. The meeting, generally limited to between five and fifteen minutes long, is sometimes referred to as a stand-up, a morning roll-call or a daily scrum.

* What did you do yesterday?
* What will you do today?
* Are there any impediments in your way?

9) What is product back log items ?

A) In Scrum a product backlog item is a unit of work small enough to be completed by a team in one Sprint iteration. Backlog items are decomposed into one or more tasks.

10) What is user story/feature/sprint back log items and tasks in user story?

A) A user story is typically functionality that will be visible to end users. Developing it will usually involve a programmer and tester, perhaps a user interface designer or analyst, perhaps a database designer, or others. It goes to Product backlog.

A task, on the other hand, is typically something like code this, design that, create test data for such-and- such, automate that, and so on. These tend to be things done by one person. It goes to sprint backlog.

11) What is sprint planing meeting ?

A) Sprint planning is a time boxed working session that lasts roughly 1 hour for every week of a sprint. In sprint planning, the entire team agrees to complete a set of product backlog items. This agreement defines the sprint backlog and is based on the team’s velocity or capacity and the length of the sprint.

12) What is sprint review meeting ?

A) In Scrum, each sprint is required to deliver a potentially shippable product increment. This means that at the end of each sprint, the team has produced a coded, tested and usable piece of software. So at the end of each sprint, a sprint review meeting is held.

13) What is sprint retrospective ?

A) The sprint retrospective is a meeting facilitated by the ScrumMaster at which the team discusses the just-concluded sprint and determines what could be changed that might make the next sprint more productive. The sprint review looks at what the team is building, whereas the retrospective looks at how they are building it.

The retrospective includes three main questions/points for discussion:

* What went well during the sprint cycle?
* What went wrong during the sprint cycle?
* What could we do differently to improve?

The sprint retrospective is an important mechanism that allows a team to continuously evolve and improve throughout the life of a project.

14) What is sprint grooming ?

A)

15) What is burndown chart and velocity ?

A) Its purpose is to enable that the project is on the track to deliver the expected solution within the desired schedule. Simple Burndown Chart. The rate of progress of a Scrum Team is called velocity. It expresses the amount of e.g. story points completed per iteration.

16) What is user acceptance criteria test cases ?

A) User acceptance testing (UAT) is the last phase of the software testing process. During UAT, actual software users test the software to make sure it can handle required tasks in real-world scenarios, according to specifications. UAT is one of the final and critical software project procedures that must occur before newly developed software is rolled out to the market.

17) What is v model ?

A) The V - model is SDLC model where execution of processes happens in a sequential manner in V-shape. It is also known as Verification and Validation model. V-Model is an extension of the waterfall model and is based on association of a testing phase for each corresponding development stage.

18) What is STLC ?

A) Software testing life cycle is the testing process which is executed in systematic and planned manner. In STLC process, different activities are carried out to improve the quality of the product.

Following steps are involved in STLC :

* Requirement Analysis
* Test Planning
* Test Case Development
* Environment Setup
* Test Execution
* Test Cycle Closure

19) What is defect ?

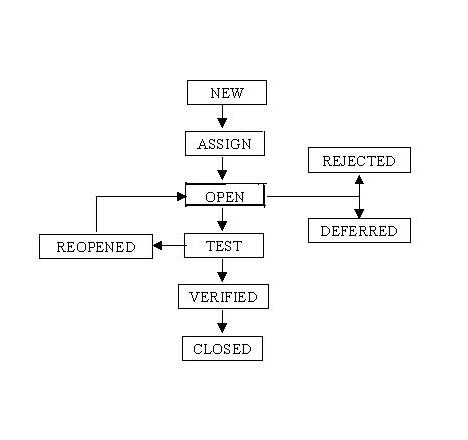
A) A programmer while designing and building the software can make mistakes or error. These mistakes or errors mean that there are flaws in the software. These are called defects.

20) How to arise a defect and what we specify while logging defect ?

A)

21) Defect lifecycle ?

A) Defect life cycle, also known as Bug Life cycle is the journey of a defect cycle, which a defect goes through during its lifetime. It varies from organization to organization and also from project to project as it is governed by the software testing process and also depends upon the tools used.



22) What is unit testing ?

A) Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually and independently scrutinized for proper operation. Unit testing can be done manually but is often automated.

23)when do we use regression testing?

A) Regression testing is the process of testing changes to computer programs to make sure that the older programming still works with the new changes. Regression testing is a normal part of the program development process and, in larger companies, is done by code testing specialists.

24)What is integration testing?

A) Integration testing is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing.

25) when do we use integration testing?

A) Integration testing tests integration or interfaces between components, interactions to different parts of the system such as an operating system, file system and hardware or interfaces between systems.

Integration testing is done by a specific integration tester or test team.

Integration testing follows two approach known as ‘Top Down’ approach and ‘Bottom Up’ approach.

26) When do we use smoke testing and sanity testing?

A)

27)what is UAT?

A) User acceptance is a type of testing performed by the Client to certify the system with respect to the requirements that was agreed upon. This testing happens in the final phase of testing before moving the software application to Market or Production environment.

28)what is alpha and beta testing?

A) ALPHA TESTING : This test takes place at the developer’s site. Developers observe the users and note problems.Alpha testing is testing of an application when development is about to complete. Minor design changes can still be made as a result of alpha testing. Alpha testing is final testing before the software is released to the general public.

In the first phase of alpha testing, the software is tested by in-house developers. They use either debugger software, or hardware-assisted debuggers. The goal is to catch bugs quickly.

In the second phase of alpha testing, the software is handed over to the software QA staff, for additional testing in an environment that is similar to the intended use.

BETA TESTING : A beta test is the second phase of software testing in which a sampling of the intended audience tries the product out. Originally, the term alpha testing meant the first phase of testing in a software development process. The first phase includes unit testing, component testing, and system testing. Beta testing can be considered “pre-release testing.

29)when do we use white box testing and block box testing?

A)

30) what we will do if we don't have a time to test all stories/ execute test cases?

A) If we have enough time to test the application then it is not a problem at all. But if there isn’t enough time for through testing of application, in this situation it won’t possible to test each & every combination of scenario.

31) what we will do if come across any critical severity issue before release day?

32)when do we use automation testing?

A)Test engineers strive to catch them before the product is released but they always creep in and they often reappear, even with the best manual testing processes. Test Automation software is the best way to increase the effectiveness, efficiency and coverage of your software testing.

33) what tester will do in each phase of SDLC?

34) Difference between load and performance testing?

A) PERFORMANCE TESTING : Performance testing is the testing, which is performed, to ascertain how the components of a system are performing, given a particular situation. Resource usage, scalability and reliability of the product are also validated under this testing. This testing is the subset of performance engineering, which is focused on addressing performance issues in the design and architecture of software product.

LOAD TESTING : Load testing is meant to test the system by constantly and steadily increasing the load on the system till the time it reaches the threshold limit. It is the simplest form of testing which employs the use of automation tools such as LoadRunner or any other good tools, which are available. Load testing is also famous by the names like volume testing and endurance testing.

35) Different types of non-functional testing types?

* Load Testing
* Stress Testing
* Volume Testing
* Failover Testing
* Security Testing
* Compatibility Testing
* Usability Testing
* Scalability Testing
* Performance testing

36) what is test case?

A) A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly.The process of developing test cases can also help find problems in the requirements or design of an application.

TEST CASE PARAMETERS :

Test Case ID

Test Scenario

Test Case Description

Test Steps

Prerequisite

Test Data

Expected Result

Test Parameters

Actual Result

Environment Information

Comments

37 ) what is test planning/test strategy document

A) TEST PLANNING : A Test Plan Documents the strategy that will be used to verify and ensure that a product or system meets its design specifications and other requirements. A test plan is usually prepared by or with significant input from test engineers. There are three major elements that should be described in the test plan: Test Coverage, Test Methods, and Test Responsibilities.

TEST STRATEGY DOCUMENT : The Test Strategy document describes the scope, approach, resources and schedule for the testing activities of the project. This includes defining what will be tested, who will perform testing, how testing will be managed, and the associated risks and contingencies. The Test Strategy document is maintained throughout the life of a project.

38) what is Exit and Entry criteria :

Entry criteria:

1)All source codes are unit tested

2)All QA resource has enought functional knowledge

3)H/W and s/w are in place

4)Test plans and test cases are reviewed and signed off

Exit criteria:

1)No defect over a perod of time or testing effort

2)Planned deliverables are ready

3)High severity defects are fixed

39) what is TDD and BDD (cucumber framework)

A) TDD : Its also called test-driven design, is a method of software development in which unit testing is repeatedly done on source code. Write your tests watch it fails and then refactor it. The concept is we write these tests to check if the code we wrote works fine. After each test, refactoring is done and then the same or a similar test is performed again. The process is iterated as many times as necessary until each unit is functionally working as expected.

BDD : BDD is similar in many ways to TDD except that the word “test” is replaced with the word “Behaviour”. It’s purpose is to help the the folks devising the system (i.e., the developer) identify appropriate tests to write–that is, tests that reflect the behavior desired by the stakeholders. BDD is usually done in very English-like language helps the Domain experts to understand the implementation rather than exposing the code level tests. Its defined in a GWT format, GIVEN WHEN & THEN.

40) How do we write test cases in BDD format

41) what is priority and severity in defect?

SEVERITY : Severity is defined as the degree of impact a defect has on the development or operation of a component application being tested. Higher effect on the system functionality will lead to the assignment of higher severity to the bug. Quality Assurance engineer usually determines the severity level of defect.

Defect severity can be categorized into four class :

Critical: This defect indicates complete shut-down of the process, nothing can proceed further

Major: It is a highly severe defect and collapse the system. However, certain parts of the system remain functional

Medium: It cause some undesirable behavior, but the system is still functional

Low: It won't cause any major break-down of the system

PRIORITY : Priority is defined as the order in which a defect should be fixed. Higher the priority the sooner the defect should be resolved. Defects that leave the software system unusable are given higher priority over defects that cause a small functionality of the software to fail.

Defect priority can be categorized into three class :

Low: The defect is an irritant but repair can be done once the more serious defect have been fixed

Medium: During the normal course of the development activities defect should be resolved. It can wait until a new version is created

High: The defect must be resolved as soon as possible as it affects the system severely and cannot be used until it is fixed.

41) how to estimate test cases?

Think of Some Buffer Time.

Consider the Bug Cycle.

Availability of All the Resources for Estimated Period.

Can We Do Parallel Testing?

Estimations Can Go Wrong – So re-visit the estimations frequently in initial stages before you commit it.

Think of Your Past Experience to Make Judgments!

Consider the Scope of Project

Are You Going to Perform Load Testing?

Do You Know Your Team?

Over to you.

42) what is most challenge defect u came across?

43) what are test design techniques

By design we mean to create a plan for how to implement an idea and technique is a method or way for performing a task. So, Test Design is creating a set of inputs for given software that will provide a set of expected outputs. The idea is to ensure that the system is working good enough and it can be released with as few problems as possible for the average user.

Two main categories of test design techniques :

Static Techniques.

Dynamic Techniques.

44) If we dont have time to test call test cases what we will do

45) what are the tools to manage defects/stories?

Bugzilla

Jira

HP ALM

IBM Clear Quest

46)who will assign the work?

A)Testing Team Lead

47) what is requirement traceability matrix?

A)The Requirements Traceability Matrix (RTM) is a document that links requirements throughout the validation process. The purpose of the Requirements Traceability Matrix is to ensure that all requirements defined for a system are tested in the test protocols.

48) what are different defect metrics and measurements we prepare in testing

49) what is development environment?

A) The development environment is the set of processes and programming tools used to create the program or software product. The term may sometimes also imply the physical environment.

50) what is QA environment?

A QA environment is where you test your upgrade procedure against data, hardware, and software that closely simulate the Production environment and where you allow intended users to test the resulting Waveset application. A Production environment is where the Waveset application is actually available for business use.

51) What is staging environment?

A staging environment is an environment for testing that exactly resembles the production environment. In other words, it's a complete but independent copy of the production environment, including the database. Staging provides a true basis for QA testing because it precisely reproduces what is in production.

52) what is production environment?

Production environment is a term used mostly by developers to describe the setting where software and other products are actually put into operation for their intended uses by end users. A production environment can be thought of as a real-time setting where programs are run and hardware setups are installed and relied on for organization or commercial daily operations.