1. Why testing is required?

A: Testing is necessary because we all make mistakes. Some of those mistakes are unimportant, but some of them are expensive or dangerous. We need to check everything and anything we produce because things can always go wrong there are several reasons which clearly tells us as why Software testing is important and what are the major things that we should consider while testing of any product or application.

Software testing is very important because of the following reasons:

1. Software testing is really required to point out the errors that were made during the development phases.
2. It’s essential since it makes sure of the Customer’s reliability and their satisfaction in the application.
3. It is very important to ensure the Quality of the product.  Quality product delivered to the customers helps in gaining their confidence.
4. Testing is necessary in order to provide the facilities to the customers like the delivery of high quality product or software application which requires lower maintenance cost and hence results into more accurate, consistent and reliable results. Testing is required for an effective performance of software application or product.
5. What type of applications we test?

A : mobile application testing, this can be done by two ways manual and automation.

1. What is SDLC and different phases in SDLC?

A: software development life cycle life cycle is composed of a number of clearly defined and distinct work phases which are used by systems engineers and systems developers to plan for, design, build, test, and deliver information systems. Like anything that is manufactured on an assembly line, an SDLC aims to produce high-quality systems that meet or exceed customer expectations, based on customer requirements, by delivering systems which move through each clearly defined phase, within scheduled time frames and cost estimates SDLC is used during the development of an IT project, it describes the different stages involved in the project from the drawing board, through the completion of the project.

1. What is Waterfall method?

A: The waterfall is a sequential (non-iterative) design process, used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of conception, initiation, analysis, design, construction, testing, and maintenance.

The waterfall development model originates in the manufacturing and construction industries: highly structured physical environments in which after-the-fact changes are prohibitively costly, if not impossible. Because it was created in a time when no formal software development methodologies existed, this hardware-oriented model was simply adapted for software development. The **waterfall** model is a sequential (non-iterative) design process, used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of conception, initiation, analysis, design, construction, testing, production/implementation and maintenance.

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1. What is agile method?

A: The Agile movement seeks alternatives to traditional project management. Agile approaches help teams respond to unpredictability through incremental, iterative work cadences and empirical feedback. Agile propose alternatives to waterfall, or traditional sequential development Agile software development focuses on keeping code simple, testing often, and delivering functional bits of the application as soon as they're ready. The goal of ASD is to build upon small client-approved parts as the project progresses, as opposed to delivering one large application at the end of the project.

1. What is scrum methodology?

A: Scrum is an iterative and incremental agile software development framework for managing product development. It defines a flexible,  product development strategy where a development team works as a unit to reach a common goal challenges assumptions of the "traditional, sequential approach" to product development, and enables teams to self-organize by encouraging physical co-location or close online collaboration of all team members, as well as daily face-to-face communication among all team members and disciplines involved. These three pillars require trust and openness in the team, which the following five values of Scrum enable

1. Commitment: Team members individually commit to achieving their team goals, each and every sprint.
2. Courage: Team members know they have the courage to work through conflict and challenges together so that they can do the right thing.
3. Focus: Team members focus exclusively on their team goals and the sprint backlog; there should be no work done other than through their backlog.
4. Openness: Team members and their stakeholders agree to be transparent about their work and any challenges they face.
5. Respect: Team members respect each other to be technically capable and to work with good intent

7. What is the process in agile method?

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. Each iteration typically lasts from about one to three weeks. Every iteration involves cross functional teams working simultaneously on various areas like −

* Planning
* Requirements Analysis
* Design
* Coding
* Unit Testing and
* Acceptance Testing.

At the end of the iteration, a working product is displayed to the customer and important stakeholders.

8. What is product backlog items?

A: The product backlog is the requirements for a system, expressed as a prioritized list of product backlog Items. These included both functional and non-functional customer requirements, as well as technical team-generated requirements. While there are multiple inputs to the product backlog, it is the sole responsibility of the product owner to prioritize the product backlog.

During a Sprint planning meeting, backlog items are moved from the product backlog into a sprint, based on the product owner's priorities.

9. what is user story?

A: A user story is a tool used in Agile software development to capture a description of a software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.

An Agile user story is meant to be short, usually fitting on a sticky note or note card. The user stories should be written by the business in the language of the customer so that it is clear to both the business and the development team what the customer wants and why he wants it. The development team's job is to take care of how to develop the code that will satisfy the requirements of the user story. In best-case scenarios, developers collaborate closely with the business owners to clarify the details as the code gets developed.

10. What is sprint planning meeting?

A: Sprint planning is a time based 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.

11. What is sprint review meeting?

A: The sprint review meeting is intentionally kept very informal, typically with rules forbidding the use of PowerPoint slides and allowing no more than two hours of preparation time for the meeting. A sprint review meeting should not become a distraction it should be a natural result of the sprint.