Question Set-1.

1. How will you describe yourself as a QA Engineer?

Answer:

I began my career as a QA engineer in the year ____. Since then I have been working on a variety of platforms and operating systems including Windows 7, Win 2K8, Win 2012 and different flavors of Linux such as Ubuntu, RHEL, Suse, etc. During my stint as a test engineer, I have conducted validation of different kind of applications such as Java, Visual basics, C/C++/CSharp, etc. I've hands-on experience in testing client-server applications, web-based applications, and many other programming languages.

Being a QA engineer, I do have experience in preparing test plans, writing test Cases. I use to attend several meetings with project managers, business analysts and sometimes with clients.

While thinking of different types of testing, I have explored many things such as Smoke Testing, Integration Testing, Regression Testing, Black box or UAT Testing. Creating a defect could also be an important area where I should put more stress.

2. What do the following testing terms mean?

- **QA, QC and Software Testing.**

Answer:

2.1- Quality Assurance (QA) QA refers to the planned and systematic way of monitoring the quality of process which is followed to produce a quality product.

QA tracks the outcomes and adjusts the process to meet the expectation.

2.2- Quality Control (QC) Concern with the quality of the product. QC finds the defects and suggests improvements. QC implements the process set by QA. It is the responsibility of the tester.

2.3- Software Testing is the process of ensuring that product which is developed by the developer meets the user requirement. The motive to perform testing is to find the bugs and make sure that they get fixed.

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Question Set-2.

3. What are the characteristics of a good test case?

Answer:

A good test case ensures that both +ve scenarios and -ve scenarios get covered. It is atomic which means it does only one thing at a time and doesn't overlap with others.

Characteristics of a good test case.

3.1- Title: A clear and one-liner title to show the intent of the test case.

3.2- Purpose: A brief explanation of the reason the test case is getting created.

3.3-Description: A representation in words of the nature and characteristics of the test case.

3.4-Test objects: An unambiguous feature or module getting tested.

3.5-Preconditions: The conditions that must get satisfied during test execution.

4. What do you mean by a test plan?

Answer:

A test plan is a test life cycle document which captures the resource requirements, scope, approach, and the schedule of several testing activities.

It also helps in identifying the risks that may arise during testing but guides to the solutions as well.

A good test plan consists of history, contents, introduction, scope, overview, and approach. The risks and assumptions are not left out either.

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Question Set-3.

5. Assume you have a test plan with over 1000 test cases. How would you make sure what should be automated and what to test manually?

Answer:

In such a situation, I will focus on test case priority and the feasibility of automation for the test case in question.

There can be many other things that can make a difference.

5.1- The complicated scenarios which are tedious and take a lot of time in manual execution.

5.2- The test cases missed in the past.

5.3- The parts of the application that need regression testing.

5.4- The test cases which are hard to automate.

5.5- The features which are still under development. (If certain parts of the app are about to be changed, I recommend not to start with automated testing for these cases.)

5.7- The test cases that are part of “explorative” testing and assessing the user experience.

6. How do you determine which devices and OS versions should we test?

Answer:

A good candidate would point to app analytics as the best measure, looking for the most used devices for their particular app.

Another answer would be to check the app reviews where people might have complained about specific issues happening on their devices.

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Question Set-4.

7. Define a Test Case and a Use Case? What information would you include in their descriptions?

Answer:

A test case is again a document which gives you a step by step detailed idea on how you can test an application. It usually comprises of results (pass or fail), remarks, actions, outputs, and description.

A use case on the other is a document of another kind. It helps you understand the actions of the user and the response of the system found in a particular functionality. It comprises of the cover page, revision, contents, exceptions, and pre, and post-conditions.

8. What is Testware?

Answer:

Testware is the subset of software, which helps in performing the testing of an application.

It is a term given to the combination of Software applications and utilities required for testing a software package.

9. What is Test strategy?

Answer:

Test strategy helps to define the testing process that would take place in a software development cycle. It consists of testing tasks, and lets managers and developers know

about the issues as and when they get discovered.

It includes the following information.

- Introduction,
- Resource,
- Scope and schedule for test activities,
- Required Test tools,
- Definition of Test priorities,
- Test planning and the types of test to run.

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Question Set-5.

10. What are the main elements of a test plan and test cases?

Answer:

10.1- Testing objectives

10.2- Testing scope

10.3- Testing the frame

10.4- The environment

10.5- Reason for testing

10.6- The criteria for entrance and exit

10.7- Deliverables

10.8- Risk factors

11. What is the strategy for a successful Test automation plan?

Answer: A successful test automation plan should cover the following aspects.

- Preparation of Automation Test Plan
- Recording the scenario
- Error handler incorporation
- Script enhancement by inserting checkpoints and looping constructs
- Debugging the script and fixing the issues
- Re-running the script
- Reporting the result

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Question Set-6.

12. What are the test stub and test driver? Why are they required?

Answer:

12.1- Stubs are dummy programs that imitate the actual software by giving the same output as that of the real one.

12.2- Drivers are dummy programs that call a software component for testing.

We need them for testing the inter-related modules, say X and Y.

If we have developed only module X, then we cannot just test it alone. But if there is any dummy module, i.e., a stub, then we can use it to test module X.

Next, module Y cannot receive or send data on its own. So in this case, we have to transmit data from one module to another module by some external features. This external feature is known as the driver.

13. What are the roles and responsibilities of a software quality assurance engineer?

Answer:

A software quality assurance engineer has to perform the following tasks:

13.1- Understanding of software design

13.2- Knowledge of source code

13.3- Code review

13.4- Version control

13.5- Program testing

13.6- Integration testing

13.7- Release process

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Question Set-7.

14. To what extent should developers do their testing or do you believe testing is the responsibility of the QA team?

Answer:

The answer to this question depends on the business environment you work. In today's emerging test scenario, it is also the developer's responsibility to perform at least some of his code testing. Though it is not expected that he will have the capacity or that his focus should be to run through large test plans or test on a large stack of devices. However, without the responsibility to review and test his code, a sense of ownership will not develop.

We believe that results will improve if all parties have access to test cases and can run and access them regularly to verify if the latest changes brought any regression.

15. What's your experience using Continuous Integration as part of the development process?

Answer:

If this applies to your company, it is a great thing to hear that a candidate has worked with Jenkins or Bamboo CI. If he has set up these systems and can give recommendations to you on what worked and did not work in his previous jobs, the candidate has earned himself not only bonus points but a merit badge or two.

16. How do you define the bug life cycle?

Answer:

Bug life cycle comprises of numerous statuses of an error during its life cycle. A few examples are open, deferred, solved, reopened, fixed, solved and closed. You may also speak about this process and how you monitor and determine the status with the help of several points.

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Question Set-8.

17. Do you know about bug leakage and bug release?

Answer:

Bug release is when software or an application is handed over to the testing team knowing that the defect is present in a release. During this, the priority and severity of the bug are low, as it has to be fixed before the final handover.

Bug leakage is something when the bug is discovered by the end users or customer and missed by the testing team to detect while testing the software.

18. Tell us about the best bug of your test career?

Answer:

Well since there are so many quality bugs I've discovered in my testing career that I can't really remember the best one I found. What always surprises me is that you find so many different kinds of bugs so quickly. It proved that having multiple competencies in the team are a great asset while testing. The latest bug hunt I did was conducted on a product

application which was already on the market for some time. Still, we found 21 bugs in 7 minutes! And yes even a crash! That is what amazes me.

19. What is your view on acceptance testing, when it is done and who does it?

Answer:

Acceptance Testing is a software testing checkpoint where a system is tested for acceptability. The purpose of this test is to evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery. Formal testing with respect to user needs, requirements, and business processes conducted to determine whether or not a system satisfies the acceptance criteria and to enable the user, customers or other authorized entity to determine whether or not to accept the system.

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Question Set-9.

19.1- When is it performed?

Acceptance Testing is carried out after System Testing and before making the system available for actual use.

19.2- Who performs it?

Internal Acceptance Testing (Aka Alpha Testing) is done by members of the organization that has produced the software but who are not directly involved in the project (Development or Testing). Commonly, it is the members of Product Management, Pre-Sales, and/or Tech Support.

External Acceptance Testing is performed by the product consumers who are not employees of the organization that developed the software. They can be some technical people from the client-side or the actual end users.

20. What is your experience in dealing with your team members, how do you plan it?

Answer:

When you work for an organization be it medium or large, it is almost likely that you won't be the only one in the team. And there are times when you find it very difficult and frustrating while dealing with the team members. There could be arguments, differences, and misunderstandings and some will also try to ignore the others. But my purpose always is to look beyond all of this. I perceive it like we are a team and we should work together to reach a common goal. I've learned to be friendly with my teammates and sometimes invite them over for coffee. As a human, it is very important to share feelings and have important discussions, and that is exactly what I intend to do. This is something that not only me but everyone else in a working environment should apply.