Software Testing Assignment

Module-1(Fundamental)

1. What is SDLC?

* SDLC is a structure imposed of a development of a software product that defines the process for planning, implementation, design, deployment and ongoing maintenance and support.

1. What is software testing?

* Software testing is the process to identify the correctness, completeness and quality of developed software product.

1. What is agile methodology?

* Agile SDLC model is a combination of iterative and incremental process model with focus on process adaptability and customer satisfaction by rapid delivery of working software product.

1. Explain phases of the waterfall model?

* Requirement analysis, Design, Implementation, Testing & Maintenance

1. Write phases of spiral model?

* There are five phases of spiral model.
* Planning
* Risk analysis
* Engineering
* Customer evaluation

1. Write agile manifesto principles?

* Customer collaboration
* Working software
* Individual interaction
* Responding to change

7. What is SRS?

* Software Requirement System is a complete description of a system’s behavior to be developed.

8. What is OOPS?

* OOPS is Object Oriented Programming System.

9. Write basic concepts of OOPS.

Basic concepts of OOPS are class, object, inheritance, encapsulation, polymorphism and abstraction.

10. What is class?

* Class is a collection of data member (variable) and member function (process\method) to be verified.

11. What is object?

Object is an instances of the class. To create a memory for that class, to access all the properties of a class except private.

12. Explain working methodology of agile model and also write pros and cons?

* Agile SDLC process model is combination of iterative and incremental process with focus on process adaptability and customer satisfaction by rapid delivery of working software product.

PROS:

* Minimum resources are required
* Easy to manage
* Gives flexibility to developers
* It’s a very realistic approach to software development
* Functionalities are developed rapidly
* Suitable for fixed or changing requirements
* Promotes team work and cross training.

CONS:

* More risk of sustainability, maintainability and extensibility.
* Not good for complex dependency.
* High dependency on client interaction, if client is not clear the team can be driven in wrong direction.
* Transfer of technology to new team members is challenging due to lack of documentation.
* Overall planning, agile leader and agile PM practice is must without this it will not work.

13. What is encapsulation?

Encapsulation is the process of wrapping up of code or data into a single unit i.e. private your data member & member function.

14. What is polymorphism?

Polymorphism means taking one name having different forms, many forms, multiple forms.

15. What is inheritance?

* Inheritance is a mechanism in which one class acquires the property of another class. It’s main purpose is extensibility, reusability.

16. Write SDLC phases with basic introduction.

* Requirement collection: Establish customer needs.
* Analysis: Model & specify the requirement.
* Design: Model & specify the solution.
* Implementation: Construct a solution in a software.
* Testing: Repair the solution against requirement.
* Maintenance: Repair the defect & adapt the solution the new requirements.

17. Draw usecase on Online Bill Payment.(Paytm)

18. Draw usecase on Online shopping product using COD.

19. Draw usecase on online shopping product using payment gateway.

20. Usecase on online book shopping: