Interview questions

1. What is Manual Testing ?
Ans: Software Testing is a process used to identify the correctness, completeness, and quality of developed computer software.

2. What are the advantages and Disadvantages of Manual Testing ?
Ans:

1. **Advantages**

- Identifying bugs and errors.
- Improving quality and user satisfaction.
- No need to change the entire code to make minor changes.
- Saves time, money, and resources.
- Easy to learn for new testers.

2. **Disadvantages**

- Not suitable for time-bounded projects and large organizations.
- Regression testing is time-consuming.
- Does not cover all the aspects of testing.
- More prone to human errors and mistakes.
- More expensive in the long run process.

3. Who is a manual tester ?
Write its roles and responsibilities.
Ans: The manual tester is a professional who conducts quality checks on software applications without using automation tools or scripting.

*** Manual Tester Roles and Responsibilities ***

- Analyzing client requirements.
- Creating a test environment for executing test cases.
- Organizing and conducting review meetings.
- Detecting and fixing bugs.
- Monitor system errors and discuss them with colleagues.

4. what is software testings ?
Ans: Software testing is the act of examining the artifacts and the behavior of the software under test by validation and verification.

5. what is testing objectives/purpose ?
Ans: Finding defects which may get created by the programmer while developing the software.

6. what is the difference between errors bugs defect and failures?
Ans: We can say that a mistake made by a programmer during coding is called an error, an error found during the unit testing in the development phase is called a defect, an error found

during the testing phase is called a bug and when an error is found at an end user's end is called as the failure.

7. What is Static Testing ?
Ans: Static Testing is a software testing technique which is used to check defects in software application without executing the code.

8. What is Dynamic Testing ?
Ans: In dynamic testing the software code is executed to demonstrate the result of running tests. It's done during validation
process.

9. When to start Testing ?
Ans: testing can be started from the Requirements Gathering phase and continued till the deployment of the software.

10. When to stop Testing ?
Ans: It is difficult to determine when to stop testing, as testing is a never-ending process and no one can claim that a software is 100% tested. The following aspects are to be considered for stopping the testing process −

- Testing Deadlines
- Completion of test case execution
- Completion of functional and code coverage to a certain point
- Bug rate falls below a certain level and no high-priority bugs are identified
- Management decision

11. What are the 7 principles of software testing?

1. Testing shows presence of Defects
2. Exhaustive Testing is Impossible!
3. Early Testing
4. Defect Clustering
5. The Pesticide Paradox
6. Testing is Context Dependent
7. Absence of Errors Fallacy

12. What is defect clustering ?
Ans: Defect Clustering which states that a small number of modules contain most of the defects detected.

13. What is pesticides paradox ?
Ans: The pesticide paradox says that if the same tests are repeated over and over again, eventually, the same set of test cases will no longer identify any new bugs in the system.

14. Explain three layers of architecture?

Ans:

1. **Presentation Layer**

The presentation layer mainly translates data between the application layer and the network format. Data can be communicated in different formats via different sources.

2. **Application Layer**

The application layer is the layer that users interact with and use. This layer allows users to send data, access data and use networks. Other related layers also facilitate communication and sometimes allow users to use software programs.

3. **Data Layer**

Data is stored in this layer. the application layer communicates which the database layer to retrieve the data. it contains method that connect the database and performs required action
Ex: insert,update, delete etc

15. Types of software architecture ?

Ans: There are mainly three types of software architecture −

1. **One Tier Architecture**

Ex: MP3 player, MS Office, Calculator

2. **Two Tier Architecture**

Ex: Banking Process, Railway Ticket Process, MS-Access

3. **Three Tier Architecture**

Ex: Mobile Banking Application, BookMyShow

16 What are the differences between Developer vs Tester ?

Ans: A developer needs to have programming skills and proficiency at writing code. Development is usually about creating prototypes and testing these prototypes until they are able to function. A tester, on the other hand, is responsible for testing the application and pushing it to its limits.

17. explain use case testing ?

Ans: A Use Case in Testing is a brief description of a particular use of the software application by an actor or user. Use cases are made on the basis of user actions and the response of the software application to those user actions. It is widely used in developing test cases at system or acceptance level.

18. What is the SDLC ? explain it.

Ans: SDLC is a structure imposed on the development of a software product
that defines the process for planning, implementation, testing,
documentation, deployment, and ongoing maintenance and support.
There are a number of different development models.

19. Explain waterfall model and there advantages and Disadvantages?

Ans: Waterfall Model is a sequential model that divides software development into pre-defined phases. Each phase must be completed before the next phase can begin with no overlap between the phases. Each phase is designed for performing specific activity during the SDLC phase.

It's phases are:-

1. Requirement analysis
2. System design
3. Development
4. Testing
5. Deployment
6. Maintenance

1. **Advantages**

- Before the next phase of development, each phase must be completed
- Suited for smaller projects where requirements are well defined
- They should perform quality assurance test (Verification and Validation) before completing each stage
- Elaborate documentation is done at every phase of the software's development cycle
- Project is completely dependent on project team with minimum client intervention
- Any changes in software is made during the process of the development

2. **Disadvantages**

- Error can be fixed only during the phase
- It is not desirable for complex project where requirement changes frequently
- Testing period comes quite late in the developmental process
- Documentation occupies a lot of time of developers and testers
- Clients valuable feedback cannot be included with ongoing development phase
- Small changes or errors that arise in the completed software may cause a lot of problems

20. What you mean by funcation requirements and non function requirements?

Ans: Functional requirements define what a product must do, what its features and functions are. Nonfunctional requirements describe the general properties of a system

21. Explain Three types of mentainance

Ans:

1. **Corrective maintenance:** identifying and repairing defects
2. **Adaptive maintenance:** adapting the existing solution to the new platforms.
3. **Perfective Maintenance:** implementing the new requirements In a spiral lifecycle, everything after the delivery and deployment of the first prototype can be considered "maintenance"!