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### **Quality Assurance Curriculum**

#### 1) What is Software testing or Manual Testing?

**Manual testing** is a technique to test the software that is carried out using the functions and features of an application. In manual software testing, a tester tests the software by following predefined test cases. In this testing, testers make test cases for the codes, test the software, and give the final report about that software.

#### 2) Testing category list

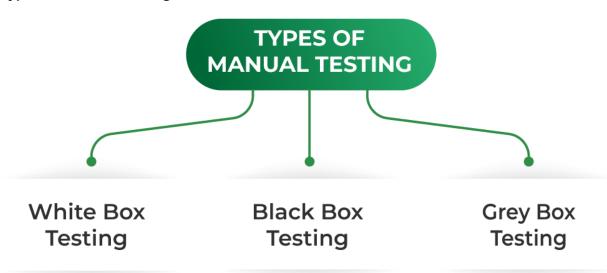
- Website
- Web App
- Mobile Application (Android ,IOS)



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## **Quality Assurance Curriculum**

### 3) Types of Manual Testing



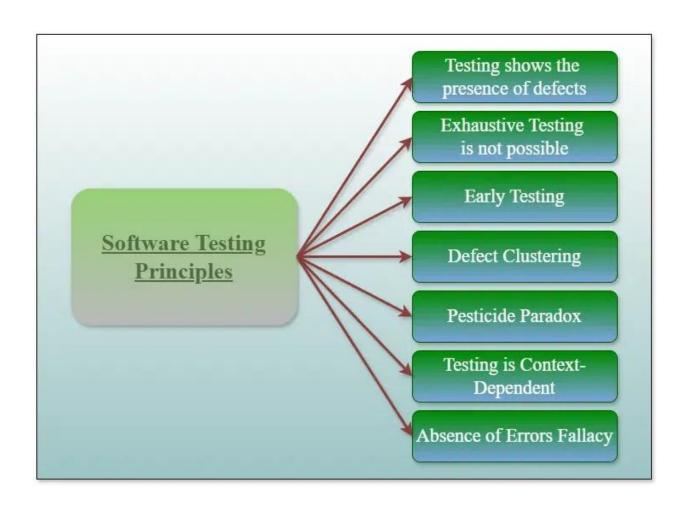
- Black Box Testing
- White Box Testing
- Gray Box Testing
- Acceptance Testing
- System Testing
- Integration Testing
- Unit Testing
- Sanity Testing
- Smoke Testing
- Regression Testing
- User Interface (UI) Testing
- Exploratory Testing



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4) Principles of Software testing - Software Testing



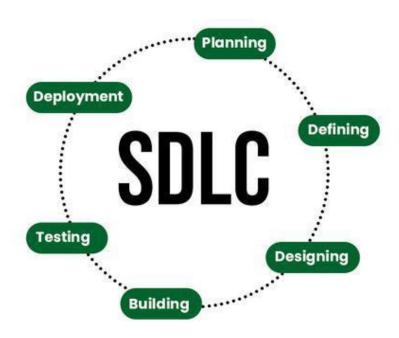


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## **Quality Assurance Curriculum**

#### 5) Introduction SDLC (Software Development Life Cycle)

- Software Development Life Cycle (SDLC) is a structured process that is used to design, develop, and test high-quality software. SDLC, or software development life cycle, is a methodology that defines the entire procedure of software development step-by-step. The goal of the SDLC life cycle model is to deliver high-quality, maintainable software that meets the user's requirements.





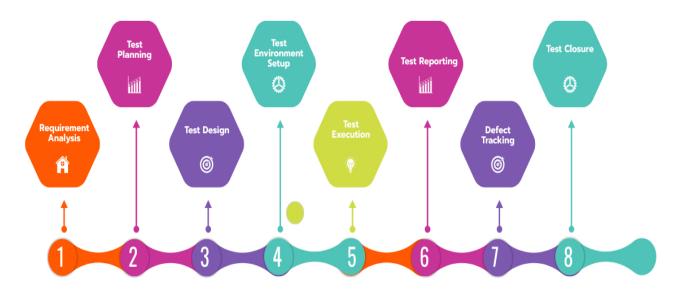
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#### 6) Introduction STLC (Software Testing Life Cycle)

-The Software Testing Life Cycle (STLC) is a process that verifies whether the Software Quality meets the expectations or not. STLC is an important process that provides a simple approach to testing through the step-by-step process, which we are discussing here. Software Testing Life Cycle (STLC) is a fundamental part of the Software Development Life Cycle (SDLC).

### **SOFTWARE TESTING LIFE CYCLE**

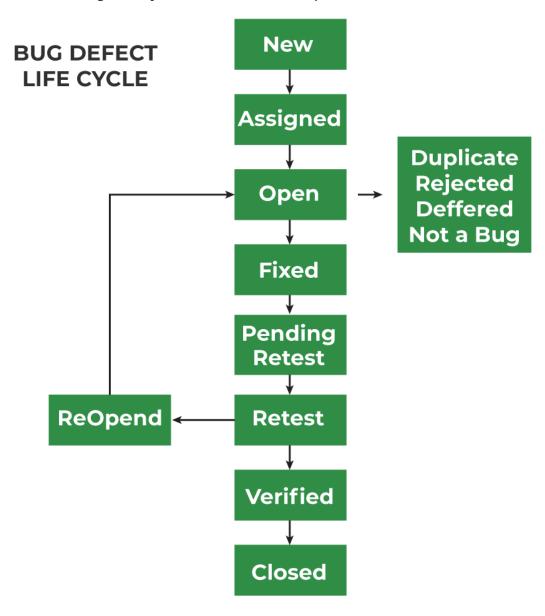




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7) Introduction Bug Life Cycle in Software Development





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# **Quality Assurance Curriculum**

#### 8) Verification Vs Validation

- What is Verification?
- What is Validation?
- Differences between Verification and Validation
- Real-World Example of Verification vs Validation
- Advantages of Differentiating Verification and Validation

#### 9) Sanity Testing Vs Smoke Testing - Software Engineering

- Key differences between smoke testing and sanity testing

#### 10) Severity in Testing vs Priority in Testing

- What is Severity?
- Types of Severity
- What is Priority?
- Types of Priorities
- Examples of Priority and Severity Combination

#### 11) What is Test Scenario and how to write

- Explain with real life example

#### 12) What is Test Case and how to write

- Explain with real life example

#### 13) What is Bug Report (Defect) and how to write

- Explain with real life example

#### 14) Whats is Use Cases and how to write

- Explain with real life example

#### 15) Introduction Bug Tracking Tools

- Jira
- Bugzilla
- ClickUp



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- MantisBT
- Zoho BugTracker

#### 16) Introduction to Agile Methodology?

- -What is Agile?
- -What is Agile Methodology?

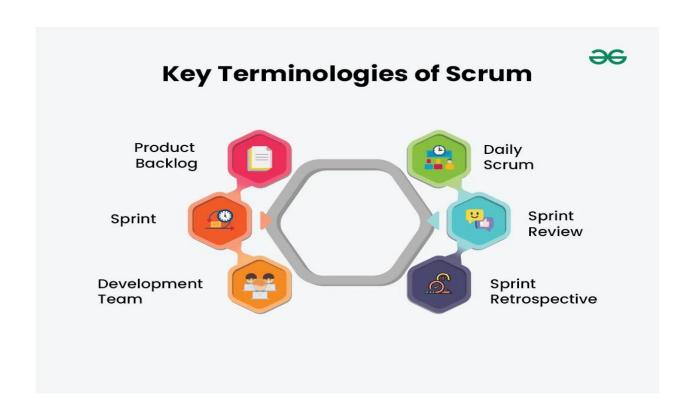




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17) Introduction Scrum Methodology?



#### 18) How to check cross browser testing ? (Browserstack)

- -Cross browser is an important part of software testing.
- -It is a type of performance testing that allows the tester to check whether the website works as intended on all web browsers, mobile devices, and operating systems.
- -It helps to deliver a consistent user experience across different devices, browsers, platforms, etc.



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# **Quality Assurance Curriculum**

#### 19) Explain Differences between Alpha testing, Beta, Gamma testing

- **Alpha** = Work Done by Developers
  - -Goal
  - Little User Engagement
  - Environment

**Beta** = Actions Taken by Users

- -Goal,
- -Greater User Participation
- -Environment

Gamma = Open beta

- Close beta

	Alpha	Beta	Gamma
Why?	validate software in all perspective, ensure readiness for beta testing	get end users' feedback, ensure readiness for release	check software readiness to the specified requirements
When?	at the end of development process	after alpha testing	after beta testing
Who?	in-house development or QA team, customer	a group of real end users	limited number of end users
What get?	bugs, blockers, missing features and others	ideas to improve usability, compatibility, functionality	ideas for updates in upcoming versions
What next?	beta testing	gamma testing	gold release / final release



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### 20) What is Responsive Testing?

- Importance of Responsive Design Testing
- How can I Test If My Website is Responsive?
- What is the Goal of Responsiveness Testing?