MANUAL TESTING

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Course Content

Section 1 Testing basics

- Introduction to Software Testing Industry
- What is Quality?
- Why we need to deliver Quality Software?
- Why we need to do Software Testing?
- When to start Testing?
- What are the Testing Techniques?
  a) tatic Testing
  b) Dynamic Testing
- Explain differences
  a) Static Testing and Dynamic Testing?
  b) Verification vs. Validation
  c) Prevention vs. detection
  d) Software Quality Assurance vs Quality Control.
- What are the Testing Methodologies?
  a) White box Testing
  b) Black box Testing
  c) Grey box Testing
- Explain differences between Black box Testing and White box Testing?
- Explain below Terminologies?
  a) Mistake
  b) Error
  c) Bug
  d) Defect
  c) Failure
- Explain Testing Principles?

Section 2 Testing classification

- Black box testing categories
  a) Functional Testing
  b) Non-Functional Testing
    > Performance testing
    > Security testing
  c) Usability testing
  d) compatibility Testing

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- Testing Methodologies
  a) Smoke Testing
  b) Sanity Testing
  c) Retesting
  d) Regression Testing
  e) Exploratory testing
  f) Adhoc Testing
  g) Localization Testing
- Levels of Testing
  a) Unit Testing
  b) Integration Testing
  c) System Testing
  d) Acceptance Level
    > Alpha Testing
    > Beta Testing

Section 3 STLC

- Test Strategy
- Test Plan
- RTM
- Story Analysis (Requirement Analysis)
- Test case Design
- Test case Review
- Test Execution
- Defect Reports
- Test case Design Techniques
  a) Equivalence Partitioning
  b) Boundary Value analyses
  c) Error Guessing
- Test case Review Techniques
  a) Peer Review
  b) Formal Review
  c) Walkthrough
- Test Case Execution
- Test Result
- How to raise a defect
- Defect Life Cycle
- Priority VS Severity
- Triage Team
- Deferred defects
- Defect Reports

Section 4 Agile Methodology

- Compare Agile with waterfall Model
- Compare Agile with V Model
- Benefits of Agile Methodology
- Drawbacks of Agile Methodology
- Introduction to Scrum Framework
- What is scrum?
- Discussion on Sprint Planning
- Discussion on story cards
- Components of Scrum Framework
  a) Scrum Roles
  b) Scrum Artifacts
  c) Scrum Events
- Scrum Roles and Responsibilities
  a) Product Owner
  b) Scrum Master
  c) Scrum Development team
- Scrum Artifacts
  a) Product Backlog
  b) Sprint Backlog
  c) Burn down Chart
- Scrum Events
  a) Sprint Planning Meeting
  b) Daily Scrum Meeting
  c) Sprint Review Meeting
  d) Sprint Retrospective Meeting
- Tools Usage in Agile
  a) Project Management Tool - JIRA

Section 5 SDLC Phases

- Introduction to Software Development Life Cycle (SDLC)
  a) Plan
  b) Analyze
  c) Design
  d) Development
  e) Testing
  f) Implementation
- Waterfall Model
- Advantages and Drawbacks of Waterfall Model

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Section 6 Additional Technical courses

- SQL
- UNIX

Section 7 Mobile application Testing

- Android apps testing
- iOS apps testing

Project Essentials

- Project Name
- Project Description
- Client Name
- Client Description
- Process Followed in the Project
- Tools Used in the Project
- Environments in the Project
- Team Size
- Roles and Responsibilities
- Project Architecture
- Testing Life Cycle in the Project
- Product Backlog
- Stories from Customer
- Story Analysis
- Query Tracker
- Requirement Traceability Matrix
- GUI Test cases
- System scenario's
- Review Process in Project
- Test case Execution
- Defect Life Cycle in Project
- Role of JIRA in project
- Weekly status Report
- Status Mails
- Regression Testing in Project
- Exploratory Testing in Project

- Bugs Identified in Project
- Challenges Identified in Project
- Issues in Project
- Test case Design techniques involved in project
- How you executed the Test cases in JIRA
- Scenario based Questions from Project
- Practical Sessions
- Interview KIT
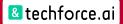- Resume Preparation
- Mock Interviews