

QA Testing Interview Questions And Answers Guide.



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QA Testing Job Interview Preparation Guide.

Question # 1

What is Automated Software Quality (ASQ)?

Answer:-

The use of software tools, such as automated testing tools, to improve software quality.

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Question # 2

What is Basis Set?

Answer:-

The set of tests derived using basis path testing.

[Read More Answers.](#)

Question # 3

What is Accessibility Testing?

Answer:-

Verifying a product is accessible to the people having disabilities (deaf, blind, mentally disabled etc.).

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Question # 4

What is Ad Hoc Testing?

Answer:-

A testing phase where the tester tries to 'break' the system by randomly trying the system's functionality. Can include negative testing as well. See also Monkey Testing.

[Read More Answers.](#)

Question # 5

What is Agile Testing?

Answer:-

Testing practice for projects using agile methodologies, treating development as the customer of testing and emphasizing a test-first design paradigm. See also Test Driven Development.

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Question # 6

What is Application Binary Interface (ABI)?

Answer:-

A specification defining requirements for portability of applications in binary forms across different system platforms and environments.

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Question # 7

What is Application Programming Interface (API)?

Answer:-

A formalized set of software calls and routines that can be referenced by an application program in order to access supporting system or network services.

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Question # 8

What is Acceptance Testing?

Answer:-

Testing conducted to enable a user/customer to determine whether to accept a software product. Normally performed to validate the software meets a set of agreed acceptance criteria.

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Question # 9

What is Automated Testing?

Answer:-

Testing employing software tools which execute tests without manual intervention. Can be applied in GUI, performance, API, etc. testing. The use of software to control the execution of tests, the comparison of actual outcomes to predicted outcomes, the setting up of test preconditions, and other test control and test reporting functions.

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Question # 10

What is Backus-Naur Form?

Answer:-

A metalanguage used to formally describe the syntax of a language.

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Question # 11

What is Basic Block?

Answer:-

A sequence of one or more consecutive, executable statements containing no branches.

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Question # 12

What is Basis Path Testing?

Answer:-

A white box test case design technique that uses the algorithmic flow of the program to design tests.

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Question # 13

What is Baseline?

Answer:-

The point at which some deliverable produced during the software engineering process is put under formal change control.

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Question # 14

What is Beta Testing?

Answer:-

Testing of a rerelease of a software product conducted by customers.

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Question # 15

What you will do during the first day of job?

Answer:-

What would you like to do five years from now?

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Question # 16

What is Black Box Testing?

Answer:-

Testing based on an analysis of the specification of a piece of software without reference to its internal workings. The goal is to test how well the component conforms to the published requirements for the component.

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Question # 17

What is Binary Portability Testing?

Answer:-



Testing an executable application for portability across system platforms and environments, usually for conformation to an ABI specification.

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Question # 18

What is Boundary Testing?

Answer:-

Test which focus on the boundary or limit conditions of the software being tested. (Some of these tests are stress tests).

[Read More Answers.](#)

Question # 19

What is Bottom Up Testing?

Answer:-

An approach to integration testing where the lowest level components are tested first, then used to facilitate the testing of higher level components. The process is repeated until the component at the top of the hierarchy is tested.

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Question # 20

What is Defect?

Answer:-

If software misses some feature or function from what is there in requirement it is called as defect.

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Question # 21

What is Bug?

Answer:-

A fault in a program which causes the program to perform in an unintended or unanticipated manner.

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Question # 22

What is Cause Effect Graph?

Answer:-

A graphical representation of inputs and the associated outputs effects which can be used to design test cases.

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Question # 23

What is Capture/Replay Tool?

Answer:-

A test tool that records test input as it is sent to the software under test. The input cases stored can then be used to reproduce the test at a later time. Most commonly applied to GUI test tools.

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Question # 24

What is CAST?

Answer:-

Computer Aided Software Testing.

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Question # 25

What is Breadth Testing?

Answer:-

A test suite that exercises the full functionality of a product but does not test features in detail.

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Question # 26

What is Branch Testing?

Answer:-

Testing in which all branches in the program source code are tested at least once.

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Question # 27



What is Boundary Value Analysis?

Answer:-

BVA is similar to Equivalence Partitioning but focuses on "corner cases" or values that are usually out of range as defined by the specification. This means that if a function expects all values in range of negative 100 to positive 1000, test inputs would include negative 101 and positive 1001.

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Question # 28

What is Component?

Answer:-

A minimal software item for which a separate specification is available.

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Question # 29

What is Compatibility Testing?

Answer:-

Testing whether software is compatible with other elements of a system with which it should operate, e.g. browsers, Operating Systems, or hardware.

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Question # 30

What is Coding?

Answer:-

The generation of source code.

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Question # 31

What is Code Walkthrough?

Answer:-

A formal testing technique where source code is traced by a group with a small set of test cases, while the state of program variables is manually monitored, to analyze the programmer's logic and assumptions.

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Question # 32

What is Code Inspection?

Answer:-

A formal testing technique where the programmer reviews source code with a group who ask questions analyzing the program logic, analyzing the code with respect to a checklist of historically common programming errors, and analyzing its compliance with coding standards.

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Question # 33

What is Code Coverage?

Answer:-

An analysis method that determines which parts of the software have been executed (covered) by the test case suite and which parts have not been executed and therefore may require additional attention.

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Question # 34

What is Code Complete?

Answer:-

Phase of development where functionality is implemented in entirety; bug fixes are all that are left. All functions found in the Functional Specifications have been implemented.

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Question # 35

What is Debugging?

Answer:-

The process of finding and removing the causes of software failures.

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Question # 36

What is Data Driven Testing?

Answer:-



Testing in which the action of a test case is parameterized by externally defined data values, maintained as a file or spreadsheet. A common technique in Automated Testing.

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Question # 37

What is Data Flow Diagram?

Answer:-

A modeling notation that represents a functional decomposition of a system.

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Question # 38

What is Data Dictionary?

Answer:-

A database that contains definitions of all data items defined during analysis.

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Question # 39

What is Cyclomatic Complexity?

Answer:-

A measure of the logical complexity of an algorithm, used in white-box testing.

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Question # 40

What is Conversion Testing?

Answer:-

Testing of programs or procedures used to convert data from existing systems for use in replacement systems.

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Question # 41

What is Context Driven Testing?

Answer:-

The context-driven school of software testing is flavor of Agile Testing that advocates continuous and creative evaluation of testing opportunities in light of the potential information revealed and the value of that information to the organization right now.

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Question # 42

What is Conformance Testing?

Answer:-

The process of testing that an implementation conforms to the specification on which it is based. Usually applied to testing conformance to a formal standard.

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Question # 43

What is Concurrency Testing?

Answer:-

Multi-user testing geared towards determining the effects of accessing the same application code, module or database records. Identifies and measures the level of locking, deadlocking and use of single-threaded code and locking semaphores.

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Question # 44

What is Component Testing?

Answer:-

Testing of individual software components (Unit Testing).

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Question # 45

What is Glass Box Testing?

Answer:-

A synonym for White Box Testing.

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Question # 46



What is Functional Testing?

Answer:-

Testing the features and operational behavior of a product to ensure they correspond to its specifications. Testing that ignores the internal mechanism of a system or component and focuses solely on the outputs generated in response to selected inputs and execution conditions. or Black Box Testing.

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Question # 47

What is Functional Specification?

Answer:-

A document that describes in detail the characteristics of the product with regard to its intended features.

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Question # 48

What is Functional Decomposition?

Answer:-

A technique used during planning, analysis and design; creates a functional hierarchy for the software.

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Question # 49

What is Exhaustive Testing?

Answer:-

Testing which covers all combination's of input values and preconditions for an element of the software under test.

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Question # 50

What is Equivalence Partitioning?

Answer:-

A test case design technique for a component in which test cases are designed to execute representatives from equivalence classes.

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Question # 51

What is Equivalence Class?

Answer:-

A portion of a component's input or output domains for which the component's behaviour is assumed to be the same from the component's specification.

[Read More Answers.](#)

Question # 52

What is End-to-End testing?

Answer:-

Testing a complete application environment in a situation that mimics real-world use, such as interacting with a database, using network communications, or interacting with other hardware, applications, or systems if appropriate.

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Question # 53

What is Endurance Testing?

Answer:-

Checks for memory leaks or other problems that may occur with prolonged execution.

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Question # 54

What is Emulator?

Answer:-

A device, computer program, or system that accepts the same inputs and produces the same outputs as a given system.

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Question # 55

What is Dynamic Testing?

Answer:-

Testing software through executing it. See also Static Testing.

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**Question # 56**

What is Depth Testing?

Answer:-

A test that exercises a feature of a product in full detail.

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Question # 57

What is Dependency Testing?

Answer:-

Examines an application's requirements for pre-existing software, initial states and configuration in order to maintain proper functionality.

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Question # 58

What is Metric?

Answer:-

A standard of measurement. Software metrics are the statistics describing the structure or content of a program. A metric should be a real objective measurement of something such as number of bugs per lines of code.

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Question # 59

What is Monkey Testing?

Answer:-

Testing a system or an Application on the fly, i.e just few tests here and there to ensure the system or an application does not crash out.

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Question # 60

What is Loop Testing?

Answer:-

A white box testing technique that exercises program loops.

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Question # 61

What is Localization Testing?

Answer:-

This term refers to making software specifically designed for a specific locality.

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Question # 62

What is Gorilla Testing?

Answer:-

Testing one particular module, functionality heavily.

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Question # 63

What is Gray Box Testing?

Answer:-

A combination of Black Box and White Box testing methodologies? testing a piece of software against its specification but using some knowledge of its internal workings.

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Question # 64

What is High Order Tests?

Answer:-

Black-box tests conducted once the software has been integrated.

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Question # 65

What is Independent Test Group (ITG)?

Answer:-

A group of people whose primary responsibility is software testing,



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Question # 66

What is Inspection?

Answer:-

A group review quality improvement process for written material. It consists of two aspects; product (document itself) improvement and process improvement (of both document production and inspection).

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Question # 67

What is Integration Testing?

Answer:-

Testing of combined parts of an application to determine if they function together correctly. Usually performed after unit and functional testing. This type of testing is especially relevant to client/server and distributed systems.

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Question # 68

What is Installation Testing?

Answer:-

Confirms that the application under test recovers from expected or unexpected events without loss of data or functionality. Events can include shortage of disk space, unexpected loss of communication, or power out conditions.

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Question # 69

What is Quality System?

Answer:-

The organizational structure, responsibilities, procedures, processes, and resources for implementing quality management.

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Question # 70

What is Quality Policy?

Answer:-

The overall intentions and direction of an organization as regards quality as formally expressed by top management.

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Question # 71

What is Quality Management?

Answer:-

That aspect of the overall management function that determines and implements the quality policy.

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Question # 72

What is Quality Control?

Answer:-

The operational techniques and the activities used to fulfill and verify requirements of quality.

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Question # 73

What is Quality Circle?

Answer:-

A group of individuals with related interests that meet at regular intervals to consider problems or other matters related to the quality of outputs of a process and to the correction of problems or to the improvement of quality.

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Question # 74

What is Quality Audit?

Answer:-

A systematic and independent examination to determine whether quality activities and related results comply with planned arrangements and whether these arrangements are implemented effectively and are suitable to achieve objectives.

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Question # 75

What is Quality Assurance?

Answer:-

All those planned or systematic actions necessary to provide adequate confidence that a product or service is of the type and quality needed and expected by the customer.

[Read More Answers.](#)

Question # 76

What is Positive Testing?

Answer:-

Testing aimed at showing software works. Also known as "test to pass". See also Negative Testing.

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Question # 77

What is Performance Testing?

Answer:-

Testing conducted to evaluate the compliance of a system or component with specified performance requirements. Often this is performed using an automated test tool to simulate large number of users. Also known as "Load Testing".

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Question # 78

What is Path Testing?

Answer:-

Testing in which all paths in the program source code are tested at least once.

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Question # 79

What is Negative Testing?

Answer:-

Testing aimed at showing software does not work. Also known as "test to fail". See also Positive Testing.

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Question # 80

What is Static Analysis?

Answer:-

Analysis of a program carried out without executing the program. A tool that carries out static analysis.

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Question # 81

What is Software Testing?

Answer:-

A set of activities conducted with the intent of finding errors in software.

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Question # 82

What is Software Requirements Specification?

Answer:-

A deliverable that describes all data, functional and behavioral requirements, all constraints, and all validation requirements for software/

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Question # 83

What is Soak Testing?

Answer:-

Running a system at high load for a prolonged period of time. For example, running several times more transactions in an entire day (or night) than would be expected in a busy day, to identify and performance problems that appear after a large number of transactions have been executed.

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Question # 84

What is Smoke Testing?

Answer:-



A quick-and-dirty test that the major functions of a piece of software work. Originated in the hardware testing practice of turning on a new piece of hardware for the first time and considering it a success if it does not catch on fire.

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Question # 85

What is Security Testing?

Answer:-

Testing which confirms that the program can restrict access to authorized personnel and that the authorized personnel can access the functions available to their security level.

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Question # 86

What is Scalability Testing?

Answer:-

Performance testing focused on ensuring the application under test gracefully handles increases in work load.

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Question # 87

What is Sanity Testing?

Answer:-

Brief test of major functional elements of a piece of software to determine if its basically operational. See also Smoke Testing.

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Question # 88

What is Release Candidate?

Answer:-

A pre-release version, which contains the desired functionality of the final version, but which needs to be tested for bugs (which ideally should be removed before the final version is released).

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Question # 89

What is Regression Testing?

Answer:-

Retesting a previously tested program following modification to ensure that faults have not been introduced or uncovered as a result of the changes made.

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Question # 90

What is Recovery Testing?

Answer:-

Confirms that the program recovers from expected or unexpected events without loss of data or functionality. Events can include shortage of disk space, unexpected loss of communication, or power out conditions.

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Question # 91

What is Ramp Testing?

Answer:-

Continuously raising an input signal until the system breaks down.

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Question # 92

What is Race Condition?

Answer:-

A cause of concurrency problems. Multiple accesses to a shared resource, at least one of which is a write, with no mechanism used by either to moderate simultaneous access.

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Question # 93

What is Test Plan?

Answer:-

A document describing the scope, approach, resources, and schedule of intended testing activities. It identifies test items, the features to be tested, the testing tasks, who will do each task, and any risks requiring contingency planning.



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Question # 94

What is Test Harness?

Answer:-

A program or test tool used to execute a tests. Also known as a Test Driver.

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Question # 95

What is Test First Design?

Answer:-

Test-first design is one of the mandatory practices of Extreme Programming (XP). It requires that programmers do not write any production code until they have first written a unit test.

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Question # 96

What is Test Environment?

Answer:-

The hardware and software environment in which tests will be run, and any other software with which the software under test interacts when under test including stubs and test drivers.

[Read More Answers.](#)

Question # 97

What is Test Driver?

Answer:-

A program or test tool used to execute a tests. Also known as a Test Harness.

[Read More Answers.](#)

Question # 98

What is Test Case?

Answer:-

Test Case is a commonly used term for a specific test. This is usually the smallest unit of testing. A Test Case will consist of information such as requirements testing, test steps, verification steps, prerequisites, outputs, test environment, etc. A set of inputs, execution preconditions, and expected outcomes developed for a particular objective, such as to exercise a particular program path or to verify compliance with a specific requirement. Test Driven Development? Testing methodology associated with Agile Programming in which every chunk of code is covered by unit tests, which must all pass all the time, in an effort to eliminate unit-level and regression bugs during development. Practitioners of TDD write a lot of tests, i.e. an equal number of lines of test code to the size of the production code.

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Question # 99

What is Test Bed?

Answer:-

An execution environment configured for testing. May consist of specific hardware, OS, network topology, configuration of the product under test, other application or system software, etc. The Test Plan for a project should enumerate the test beds(s) to be used.

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Question # 100

What is Testing?

Answer:-

The process of exercising software to verify that it satisfies specified requirements and to detect errors. The process of analyzing a software item to detect the differences between existing and required conditions (that is, bugs), and to evaluate the features of the software item (Ref. IEEE Std 829). The process of operating a system or component under specified conditions, observing or recording the results, and making an evaluation of some aspect of the system or component. What is Test Automation? It is the same as Automated Testing.

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Question # 101

What is Testability?

Answer:-

The degree to which a system or component facilitates the establishment of test criteria and the performance of tests to determine whether those criteria have been met.

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Question # 102

What is System Testing?

**Answer:-**

Testing that attempts to discover defects that are properties of the entire system rather than of its individual components.

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Question # 103

What is Structural Testing?

Answer:-

Testing based on an analysis of internal workings and structure of a piece of software. See also White Box Testing.

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Question # 104

What is Stress Testing?

Answer:-

Testing conducted to evaluate a system or component at or beyond the limits of its specified requirements to determine the load under which it fails and how. Often this is performance testing using a very high level of simulated load.

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Question # 105

What is Storage Testing?

Answer:-

Testing that verifies the program under test stores data files in the correct directories and that it reserves sufficient space to prevent unexpected termination resulting from lack of space. This is external storage as opposed to internal storage.

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Question # 106

What is Static Testing?

Answer:-

Analysis of a program carried out without executing the program.

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Question # 107

What is Static Analyzer?

Answer:-

A tool that carries out static analysis.

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Question # 108

What is the difference between QA and testing?

Answer:-

QA is more a preventive thing, ensuring quality in the company and therefore the product rather than just testing the product for software bugs?

TESTING means 'quality control'

QUALITY CONTROL measures the quality of a product

QUALITY ASSURANCE measures the quality of processes used to create a quality product.

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Question # 109

What is the difference between load and stress testing ?

Answer:-

One of the most common, but unfortunate misuse of terminology is treating 'load testing' and 'stress testing' as synonymous. The consequence of this ignorant semantic abuse is usually that the system is neither properly 'load tested' nor subjected to a meaningful stress test.

Stress testing is subjecting a system to an unreasonable load while denying it the resources (e.g., RAM, disc, mips, interrupts, etc.) needed to process that load. The idea is to stress a system to the breaking point in order to find bugs that will make that break potentially harmful. The system is not expected to process the overload without adequate resources, but to behave (e.g., fail) in a decent manner (e.g., not corrupting or losing data). Bugs and failure modes discovered under stress testing may or may not be repaired depending on the application, the failure mode, consequences, etc. The load (incoming transaction stream) in stress testing is often deliberately distorted so as to force the system into resource depletion.

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Question # 110

What is Workflow Testing?

Answer:-

Scripted end-to-end testing which duplicates specific workflows which are expected to be utilized by the end-user.

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Question # 111

What is White Box Testing?

Answer:-

Testing based on an analysis of internal workings and structure of a piece of software. Includes techniques such as Branch Testing and Path Testing. Also known as Structural Testing and Glass Box Testing. Contrast with Black Box Testing.

White box testing is used to test the internal logic of the code. for ex checking whether the path has been executed once, checking whether the branches has been executed at least onceUsed to check the structure of the code.

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Question # 112

What is Verification?

Answer:-

The process of determining whether or not the products of a given phase of the software development cycle meet the implementation steps and can be traced to the incoming objectives established during the previous phase. The techniques for verification are testing, inspection and reviewing.

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Question # 113

What is Validation?

Answer:-

The process of evaluating software at the end of the software development process to ensure compliance with software requirements. The techniques for validation is testing, inspection and reviewing.

[Read More Answers.](#)

Question # 114

What is Use Case?

Answer:-

The specification of tests that are conducted from the end-user perspective. Use cases tend to focus on operating software as an end-user would conduct their day-to-day activities.

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Question # 115

What is Usability Testing?

Answer:-

Testing the ease with which users can learn and use a product.

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Question # 116

What is Traceability Matrix?

Answer:-

A document showing the relationship between Test Requirements and Test Cases.

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Question # 117

What is Total Quality Management?

Answer:-

A company commitment to develop a process that achieves high quality product and customer satisfaction.

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Question # 118

What is Top Down Testing?

Answer:-

An approach to integration testing where the component at the top of the component hierarchy is tested first, with lower level components being simulated by stubs. Tested components are then used to test lower level components. The process is repeated until the lowest level components have been tested.

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Question # 119

What is Thread Testing?

Answer:-

A variation of top-down testing where the progressive integration of components follows the implementation of subsets of the requirements, as opposed to the integration of components by successively lower levels.

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Question # 120

What is Test Tools?

Answer:-

Computer programs used in the testing of a system, a component of the system, or its documentation.

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Question # 121

What is Test Suite?

Answer:-

A collection of tests used to validate the behavior of a product. The scope of a Test Suite varies from organization to organization. There may be several Test Suites for a particular product for example. In most cases however a Test Suite is a high level concept, grouping together hundreds or thousands of tests related by what they are intended to test.

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Question # 122

What is Test Specification?

Answer:-

A document specifying the test approach for a software feature or combination of features and the inputs, predicted results and execution conditions for the associated tests.

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Question # 123

What is Test Script?

Answer:-

Commonly used to refer to the instructions for a particular test that will be carried out by an automated test tool.

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Question # 124

What is Test Procedure?

Answer:-

A document providing detailed instructions for the execution of one or more test cases.

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Question # 125

What is the best tester to developer ratio?

Answer:-

Reported tester: developer ratios range from 10:1 to 1:10. There's no simple answer. It depends on so many things, Amount of reused code, number and type of interfaces, platform, quality goals, etc.

It also can depend on the development model. The more specs, the less testers. The roles can play a big part also. Does QA own beta? Do you include process auditors or planning activities?

These figures can all vary very widely depending on how you define 'tester' and 'developer'. In some organizations, a 'tester' is anyone who happens to be testing software at the time -- such as their own. In other organizations, a 'tester' is only a member of an independent test group.

It is better to ask about the test labor content than it is to ask about the tester/developer ratio. The test labor content, across most applications is generally accepted as 50%, when people do honest accounting. For life-critical software, this can go up to 80%.

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Question # 126

How can new Software QA processes be introduced in an existing organization?

Answer:-

- A lot depends on the size of the organization and the risks involved. For large organizations with high-risk (in terms of lives or property) projects, serious management buy-in is required and a formalized QA process is necessary.

- Where the risk is lower, management and organizational buy-in and QA implementation may be a slower, step-at-a-time process. QA processes should be balanced with productivity so as to keep bureaucracy from getting out of hand.

- For small groups or projects, a more ad-hoc process may be appropriate, depending on the type of customers and projects. A lot will depend on team leads or managers, feedback to developers, and ensuring adequate communications among customers, managers, developers, and testers.

- In all cases the most value for effort will be in requirements management processes, with a goal of clear, complete, testable requirement specifications or expectations.

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Question # 127

What are 5 common problems in the software development process?

Answer:-

1. poor requirements - if requirements are unclear, incomplete, too general, or not testable, there will be problems.
2. unrealistic schedule - if too much work is crammed in too little time, problems are inevitable.
3. inadequate testing - no one will know whether or not the program is any good until the customer complains or systems crash.



4. featuritis - requests to pile on new features after development is underway; extremely common.
5. miscommunication - if developers don't know what's needed or customer's have erroneous expectations, problems are guaranteed.

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Question # 128

What are 5 common solutions to software development problems?

Answer:-

1. solid requirements - clear, complete, detailed, cohesive, attainable, testable requirements that are agreed to by all players. Use prototypes to help nail down requirements.
2. realistic schedules - allow adequate time for planning, design, testing, bug fixing, re-testing, changes, and documentation; personnel should be able to complete the project without burning out.
3. adequate testing - start testing early on, re-test after fixes or changes, plan for adequate time for testing and bug-fixing.
4. stick to initial requirements as much as possible - be prepared to defend against changes and additions once development has begun, and be prepared to explain consequences. If changes are necessary, they should be adequately reflected in related schedule changes. If possible, use rapid prototyping during the design phase so that customers can see what to expect. This will provide them a higher comfort level with their requirements decisions and minimize changes later on.
5. communication - require walkthroughs and inspections when appropriate; make extensive use of group communication tools - e-mail, groupware, networked bug-tracking tools and change management tools, intranet capabilities, etc.; insure that documentation is available and up-to-date - preferably electronic, not paper; promote teamwork and cooperation; use prototypes early on so that customers' expectations are clarified.

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Question # 129

What is good code?

Answer:-

'Good code' is code that works, is bug free, and is readable and maintainable. Some organizations have coding 'standards' that all developers are supposed to adhere to, but everyone has different ideas about what's best, or what is too many or too few rules. There are also various theories and metrics, such as McCabe Complexity metrics. It should be kept in mind that excessive use of standards and rules can stifle productivity and creativity. 'Peer reviews', 'buddy checks' code analysis tools, etc. can be used to check for problems and enforce standards.

For C and C++ coding, here are some typical ideas to consider in setting rules/standards; these may or may not apply to a particular situation:

- minimize or eliminate use of global variables.
- use descriptive function and method names - use both upper and lower case, avoid abbreviations, use as many characters as necessary to be adequately descriptive (use of more than 20 characters is not out of line); be consistent in naming conventions.

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Question # 130

What is good design?

Answer:-

'Design' could refer to many things, but often refers to 'functional design' or 'internal design'. Good internal design is indicated by software code whose overall structure is clear, understandable, easily modifiable, and maintainable; is robust with sufficient error-handling and status logging capability; and works correctly when implemented. Good functional design is indicated by an application whose functionality can be traced back to customer and end-user requirements. For programs that have a user interface, it's often a good idea to assume that the end user will have little computer knowledge and may not read a user manual or even the on-line help; some common rules-of-thumb include:

- the program should act in a way that least surprises the user
- it should always be evident to the user what can be done next and how to exit
- the program shouldn't let the users do something stupid without warning them.

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Question # 131

What makes a good test engineer?

Answer:-

A good test engineer has a 'test to break' attitude, an ability to take the point of view of the customer, a strong desire for quality, and an attention to detail. Tact and diplomacy are useful in maintaining a cooperative relationship with developers, and an ability to communicate with both technical (developers) and non-technical (customers, management) people is useful. Previous software development experience can be helpful as it provides a deeper understanding of the software development process, gives the tester an appreciation for the developers' point of view, and reduce the learning curve in automated test tool programming. Judgment skills are needed to assess high-risk areas of an application on which to focus testing efforts when time is limited.

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Question # 132

What makes a good Software QA engineer?

Answer:-

The same qualities a good tester has are useful for a QA engineer. Additionally, they must be able to understand the entire software development process and how it can fit into the business approach and goals of the organization. Communication skills and the ability to understand various sides of issues are important. In organizations in the early stages of implementing QA processes, patience and diplomacy are especially needed. An ability to find problems as well as to see 'what's missing' is important for inspections and reviews.

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Question # 133

What makes a good QA or Test manager?

Answer:-

A good QA, test, or QA/Test(combined) manager should:



- be familiar with the software development process
- be able to maintain enthusiasm of their team and promote a positive atmosphere, despite what is a somewhat 'negative' process (e.g., looking for or preventing problems)
- be able to promote teamwork to increase productivity
- be able to promote cooperation between software, test, and QA engineers
- have the diplomatic skills needed to promote improvements in QA processes
- have the ability to withstand pressures and say 'no' to other managers when quality is insufficient or QA processes are not being adhered to
- have people judgment skills for hiring and keeping skilled personnel
- be able to communicate with technical and non-technical people, engineers, managers, and customers.
- be able to run meetings and keep them focused

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Question # 134

What is the role of documentation in QA?

Answer:-

Critical. (Note that documentation can be electronic, not necessarily paper.) QA practices should be documented such that they are repeatable. Specifications, designs, business rules, inspection reports, configurations, code changes, test plans, test cases, bug reports, user manuals, etc. should all be documented. There should ideally be a system for easily finding and obtaining documents and determining what documentation will have a particular piece of information. Change management for documentation should be used if possible.

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Question # 135

What is the big deal about requirements?

Answer:-

One of the most reliable methods of insuring problems, or failure, in a complex software project is to have poorly documented requirements specifications. Requirements are the details describing an application's externally-perceived functionality and properties. Requirements should be clear, complete, reasonably detailed, cohesive, attainable, and testable. A non-testable requirement would be, for example, 'user-friendly' (too subjective). A testable requirement would be something like 'the user must enter their previously-assigned password to access the application'. Determining and organizing requirements details in a useful and efficient way can be a difficult effort; different methods are available depending on the particular project. Many books are available that describe various approaches to this task.

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Question # 136

What steps are needed to develop and run software tests?

Answer:-

The following are some of the steps to consider:

- Obtain requirements, functional design, and internal design specifications and other necessary documents
- Obtain budget and schedule requirements
- Determine project-related personnel and their responsibilities, reporting requirements, required standards and processes (such as release processes, change processes, etc.)
- Identify application's higher-risk aspects, set priorities, and determine scope and limitations of tests
- Determine test approaches and methods - unit, integration, functional, system, load, usability tests, etc.
- Determine test environment requirements (hardware, software, communications, etc.)

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Question # 137

What is configuration management?

Answer:-

Configuration management covers the processes used to control, coordinate, and track: code, requirements, documentation, problems, change requests, designs, tools/compilers/libraries/patches, changes made to them, and who makes the changes.

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Question # 138

What if the software is so buggy it can't really be tested at all?

Answer:-

The best bet in this situation is for the testers to go through the process of reporting whatever bugs or blocking-type problems initially show up, with the focus being on critical bugs. Since this type of problem can severely affect schedules, and indicates deeper problems in the software development process (such as insufficient unit testing or insufficient integration testing, poor design, improper build or release procedures, etc.) managers should be notified, and provided with some documentation as evidence of the problem.

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Question # 139

How can it be known when to stop testing?

Answer:-

This can be difficult to determine. Many modern software applications are so complex, and run in such an interdependent environment, that complete testing can never be done. Common factors in deciding when to stop are:

- Deadlines (release deadlines, testing deadlines, etc.)
- Test cases completed with certain percentage passed
- Test budget depleted



- Coverage of code/functionality/requirements reaches a specified point
- Bug rate falls below a certain level
- Beta or alpha testing period ends

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Question # 140

What if there is not enough time for thorough testing?

Answer:-

Use risk analysis to determine where testing should be focused.

Since it's rarely possible to test every possible aspect of an application, every possible combination of events, every dependency, or everything that could go wrong, risk analysis is appropriate to most software development projects. This requires judgment skills, common sense, and experience. (If warranted, formal methods are also available.) Considerations can include:

- Which functionality is most important to the project's intended purpose?
- Which functionality is most visible to the user?
- Which functionality has the largest safety impact?
- Which functionality has the largest financial impact on users?
- Which aspects of the application are most important to the customer?
- Which aspects of the application can be tested early in the development cycle?
- Which parts of the code are most complex, and thus most subject to errors?
- Which parts of the application were developed in rush or panic mode?
- Which aspects of similar/related previous projects caused problems?
- Which aspects of similar/related previous projects had large maintenance expenses?

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Question # 141

What can be done if requirements are changing continuously?

Answer:-

A common problem and a major headache.

- Work with the project's stakeholders early on to understand how requirements might change so that alternate test plans and strategies can be worked out in advance, if possible.
- It's helpful if the application's initial design allows for some adaptability so that later changes do not require redoing the application from scratch.
- If the code is well-commented and well-documented this makes changes easier for the developers.
- Use rapid prototyping whenever possible to help customers feel sure of their requirements and minimize changes.
- The project's initial schedule should allow for some extra time commensurate with the possibility of changes.
- Try to move new requirements to a 'Phase 2' version of an application, while using the original requirements for the 'Phase 1' version.
- Negotiate to allow only easily-implemented new requirements into the project, while moving more difficult new requirements into future versions of the application.
- Be sure that customers and management understand the scheduling impacts, inherent risks, and costs of significant requirements changes. Then let management or the customers (not the developers or testers) decide if the changes are warranted - after all, that's their job.

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Question # 142

What if the project is not big enough to justify extensive testing?

Answer:-

Consider the impact of project errors, not the size of the project. However, if extensive testing is still not justified, risk analysis is again needed and the same considerations as described previously in 'What if there isn't enough time for thorough testing?' apply. The tester might then do ad hoc testing, or write up a limited test plan based on the risk analysis.

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Question # 143

What if the application has functionality that was not in the requirements?

Answer:-

It may take serious effort to determine if an application has significant unexpected or hidden functionality, and it would indicate deeper problems in the software development process. If the functionality isn't necessary to the purpose of the application, it should be removed, as it may have unknown impacts or dependencies that were not taken into account by the designer or the customer. If not removed, design information will be needed to determine added testing needs or regression testing needs. Management should be made aware of any significant added risks as a result of the unexpected functionality. If the functionality only effects areas such as minor improvements in the user interface, for example, it may not be a significant risk.

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Question # 144

How can Software QA processes be implemented without stifling productivity?

Answer:-

By implementing QA processes slowly over time, using consensus to reach agreement on processes, and adjusting and experimenting as an organization grows and matures, productivity will be improved instead of stifled. Problem prevention will lessen the need for problem detection, panics and burn-out will decrease, and there will be improved focus and less wasted effort. At the same time, attempts should be made to keep processes simple and efficient, minimize paperwork, promote computer-based processes and automated tracking and reporting, minimize time required in meetings, and promote training as part of the QA process. However, no one - especially talented technical types - likes rules or bureaucracy, and in the short run things may slow down a bit. A typical scenario would be that more days of planning and development will be needed, but less time will be required for late-night bug-fixing and calming of irate customers.

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Question # 145



What if an organization is growing so fast that fixed QA processes are impossible?

Answer:-

This is a common problem in the software industry, especially in new technology areas. There is no easy solution in this situation, other than:

- Hire good people
- Management should 'ruthlessly prioritize' quality issues and maintain focus on the customer
- Everyone in the organization should be clear on what 'quality' means to the customer

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Question # 146

How does a client/server environment affect testing?

Answer:-

Client/server applications can be quite complex due to the multiple dependencies among clients, data communications, hardware, and servers. Thus testing requirements can be extensive. When time is limited (as it usually is) the focus should be on integration and system testing. Additionally, load/stress/performance testing may be useful in determining client/server application limitations and capabilities. There are commercial tools to assist with such testing.

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Question # 147

How can World Wide Web sites be tested?

Answer:-

Web sites are essentially client/server applications - with web servers and 'browser' clients. Consideration should be given to the interactions between html pages, TCP/IP communications, Internet connections, firewalls, applications that run in web pages (such as applets, javascript, plug-in applications), and applications that run on the server side (such as cgi scripts, database interfaces, logging applications, dynamic page generators, asp, etc.). Additionally, there are a wide variety of servers and browsers, various versions of each, small but sometimes significant differences between them, variations in connection speeds, rapidly changing technologies, and multiple standards and protocols. The end result is that testing for web sites can become a major ongoing effort. Other considerations might include:

- What are the expected loads on the server (e.g., number of hits per unit time?), and what kind of performance is required under such loads (such as web server response time, database query response times).
- What kinds of tools will be needed for performance testing (such as web load testing tools, other tools already in house that can be adapted, web robot downloading tools, etc.)?

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Question # 148

How is testing affected by object-oriented designs?

Answer:-

Well-engineered object-oriented design can make it easier to trace from code to internal design to functional design to requirements. While there will be little affect on black box testing (where an understanding of the internal design of the application is unnecessary), white-box testing can be oriented to the application's objects. If the application was well-designed this can simplify test design.

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Question # 149

What is Extreme Programming and what is it got to do with testing?

Answer:-

Extreme Programming (XP) is a software development approach for small teams on risk-prone projects with unstable requirements. It was created by Kent Beck who described the approach in his book 'Extreme Programming Explained'. Testing ('extreme testing') is a core aspect of Extreme Programming. Programmers are expected to write unit and functional test code first - before the application is developed. Test code is under source control along with the rest of the code. Customers are expected to be an integral part of the project team and to help developed scenarios for acceptance/black box testing. Acceptance tests are preferably automated, and are modified and rerun for each of the frequent development iterations. QA and test personnel are also required to be an integral part of the project team. Detailed requirements documentation is not used, and frequent re-scheduling, re-estimating, and re-prioritizing is expected.

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Question # 150

Will automated testing tools make testing easier?

Answer:-

- Possibly. For small projects, the time needed to learn and implement them may not be worth it. For larger projects, or on-going long-term projects they can be valuable.

- A common type of automated tool is the 'record/playback' type. For example, a tester could click through all combinations of menu choices, dialog box choices, buttons, etc. in an application GUI and have them 'recorded' and the results logged by a tool. The 'recording' is typically in the form of text based on a scripting language that is interpretable by the testing tool. If new buttons are added, or some underlying code in the application is changed, etc. the application can then be retested by just 'playing back' the 'recorded' actions, and comparing the logging results to check effects of the changes. The problem with such tools is that if there are continual changes to the system being tested, the 'recordings' may have to be changed so much that it becomes very time-consuming to continuously update the scripts. Additionally, interpretation of results (screens, data, logs, etc.) can be a difficult task. Note that there are record/playback tools for text-based interfaces also, and for all types of platforms.

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Question # 151

What is the difference between black box and white box testing?

Answer:-

Black-box and white-box are test design methods. Black-box test design treats the system as a "black-box", so it doesn't explicitly use knowledge of the internal structure. Black-box test design is usually described as focusing on testing functional requirements. Synonyms for black-box include: behavioral, functional, opaque-box, and closed-box. White-box test design allows one to peek inside the "box", and it focuses specifically on using internal knowledge of the software



to guide the selection of test data. Synonyms for white-box include: structural, glass-box and clear-box.

While black-box and white-box are terms that are still in popular use, many people prefer the terms 'behavioral' and 'structural'. Behavioral test design is slightly different from black-box test design because the use of internal knowledge isn't strictly forbidden, but it's still discouraged. In practice, it hasn't proven useful to use a single test design method. One has to use a mixture of different methods so that they aren't hindered by the limitations of a particular one. Some call this 'gray-box' or 'translucent-box' test design, but others wish we'd stop talking about boxes altogether.

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Question # 152

What kinds of testing should be considered?

Answer:-

Black box testing - not based on any knowledge of internal design or code. Tests are based on requirements and functionality.

White box testing - based on knowledge of the internal logic of an application's code. Tests are based on coverage of code statements, branches, paths, conditions.

unit testing - the most 'micro' scale of testing; to test particular functions or code modules. Typically done by the programmer and not by testers, as it requires detailed knowledge of the internal program design and code. Not always easily done unless the application has a well-designed architecture with tight code; may require developing test driver modules or test harnesses.

incremental integration testing - continuous testing of an application as new functionality is added; requires that various aspects of an application's functionality be independent enough to work separately before all parts of the program are completed, or that test drivers be developed as needed; done by programmers or by testers.

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Question # 153

Why is it often hard for management to get serious about quality assurance?

Answer:-

Solving problems is a high-visibility process; preventing problems is low-visibility.

This is illustrated by an old parable:

In ancient China there was a family of healers, one of whom was known throughout the land and employed as a physician to a great lord. The physician was asked which of his family was the most skillful healer. He replied, "I tend to the sick and dying with drastic and dramatic treatments, and on occasion someone is cured and my name gets out among the lords."

"My elder brother cures sickness when it just begins to take root, and his skills are known among the local peasants and neighbors."

"My eldest brother is able to sense the spirit of sickness and eradicate it before it takes form. His name is unknown outside our home."

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Question # 154

How do you plan test automation?

Answer:-

1. Prepare the automation Test plan
2. Identify the scenario
3. Record the scenario
4. Enhance the scripts by inserting check points and Conditional Loops
5. Incorporated Error Handler
6. Debug the script
7. Fix the issue
8. Rerun the script and report the result.

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Question # 155

How did you use automating testing tools in your job?

Answer:-

1. For regression testing
 2. Criteria to decide the condition of a particular build
 3. Describe some problem that you had with automating testing tool.
- The problem of winrunner identifying the third party controls like infragistics control.

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Question # 156

What automating testing tools are you familiar with?

Answer:-

Win Runner , Load runner, QTP , Silk Performer, Test director, Rational robot, QA run.

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Question # 157

What are the table contents in testplans and test cases?

Answer:-

Test Plan is a document which is prepared with the details of the testing priority. A test Plan generally includes:

1. Objective of Testing
2. Scope of Testing
3. Reason for testing
4. Timeframe
5. Environment
6. Entrance and exit criteria



- 7. Risk factors involved
- 8. Deliverables

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Question # 158

What are the tables in testplans and testcases?

Answer:-

Test plan is a document that contains the scope, approach, test design and test strategies. It includes the following:-

1. Test case identifier
2. Scope
3. Features to be tested
4. Features not to be tested.
5. Test strategy.
6. Test Approach
7. Test Deliverables
8. Responsibilities.
9. Staffing and Training
10. Risk and Contingencies
11. Approval

While A test case is a noted/documented set of steps/activities that are carried out or executed on the software in order to confirm its functionality/behavior to certain set of inputs.

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Question # 159

Why does software have bugs?

Answer:-

1. Miscommunication or no communication - as to specifics of what an application should or shouldn't do (the application's requirements).
2. Software complexity - the complexity of current software applications can be difficult to comprehend for anyone without experience in modern-day software development. Multi-tiered applications, client-server and distributed applications, data communications, enormous relational databases, and sheer size of applications have all contributed to the exponential growth in software/system complexity. programming errors - programmers, like anyone else, can make mistakes.
3. Changing requirements (whether documented or undocumented) - the end-user may not understand the effects of changes, or may understand and request them anyway - redesign, rescheduling of engineers, effects on other projects, work already completed that may have to be redone or thrown out, hardware requirements that may be affected, etc. If there are many minor changes or any major changes, known and unknown dependencies among parts of the project are likely to interact and cause problems, and the complexity of coordinating changes may result in errors. Enthusiasm of engineering staff may be affected. In some fast-changing business environments, continuously modified requirements may be a fact of life. In this case, management must understand the resulting risks, and QA and test engineers must adapt and plan for continuous extensive testing to keep the inevitable bugs from running out of control.

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