

QA Manual Testing Syllabus

Course Objectives

- ❖ To understand what is testing.
- ❖ To understand Software development model.
- ❖ To Understand Architectures of software development.
- ❖ To learn the features of Software development models.
- ❖ To learn major concepts of the testing methodologies.
- ❖ To know different approaches to Testing.
- ❖ To understand of the types of testing.
- ❖ To plan and create test plan
- ❖ To execute the test plan.
- ❖ To create and manage test cases and defect profiles.
- ❖ To build strategies to track testing processes in the bug tracking systems.
- ❖ To do document of the test report in the testing enclosure document.

Module 1: Software Testing Introduction

In this module you learn about Importance of testing. Why Testers need industry, software program/application/product meets the business and technical requirements that guided its design and development works as expected.

- ❖ What is testing?
- Importance of testing
- Roles and Responsibilities
- Principles of software testing
- ❖ What is Quality?
- How much testing is enough?



Differences between Manual and Automation Testing.

Module 2: Software Development Life Cycle

1. SDLC Phases		

- Requirements Phase.
- Analysis Phase.
- Design phase.
- Coding Phase.
- Testing phase.
- Delivery and Maintenance Phase.
- 2. SDLC Models
- Waterfall Model.
- ❖ V Model
- ❖ Agile Model.
- Prototype Model.
- Spiral Model.

Module 3: Software Testing Methodologies

In this module you learn about deferent types of software testing. Software Testing Methodology is defined as strategies and testing types used to certify that the application under test meets client expectations.

- White Box Testing.
- ❖ Black Box Testing.
- Grey Box Testing.

Module 4: Test Case Design Techniques

In this module you learn design test cases in such a way that we get the maximum coverage using an optimal set of Test cases. Focus on highlighting the various Methods and Techniques in designing test cases for both Black Box

Testing and White Box testing.



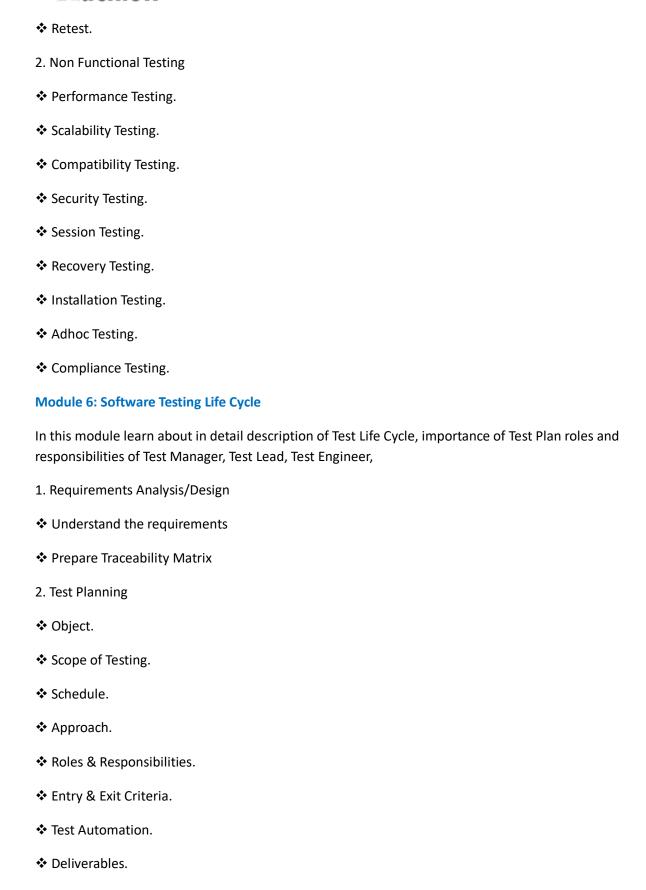
❖ User Acceptance Testing.

❖ Sanity/Smoke Testing.

❖ Regression Test.

Static Techniques:
❖ Informal Reviews
❖ Walkthroughs
❖ Technical Reviews
❖ Inspection
Black Box Techniques
❖ Boundary Value Analysis
❖ Equivalence Class Partition
❖ State Transition Technique
❖ Cause Effective Graph
❖ Decision Table
❖ Use Case Testing
Experienced Based Techniques:
❖ Error guessing
❖ Exploratory testing
Module 5: Levels of Testing
In this module you learn about levels of testing are frequently grouped by where they are added in the software development process, or by the level of specificity of the test.
1. Functional Testing
❖ Unit Testing
❖ Integration Testing
❖ System Testing







3. Test Cases Design

- Write Test cases
- Review Test cases
- Test Cases Template
- Types of Test Cases
- ❖ Difference between Test Scenarios and Test Cases.

4. Test Environment setup

- Understand the SRS
- Hardware and software requirements
- ❖ Test Data

5. Test Execution

- Execute test cases
- Defect Tracking and Reporting
- Types of Bugs.
- Identifying the Bugs.
- Bug/Defect Life Cycle.
- Reporting the Bugs.
- Severity and priority

6. Test Closure

- Criteria for test closure
- ❖ Test summary report

Module 7: QA & QC & Testing

In this module you learn about QA & QC and How to log bugs in Project management tool, how to give severity,

priority to bugs.

❖ What is Quality Assurance?



- ❖ What is Quality Control?
- ❖ Differences of QA & QC & Testing

Basic Knowledge on below topics:

- API Testing
 - Using Postman Tool
- **♣** SQL Commands
 - How to retrieve the data from Database

At the end of the course participants will be able to

- 1. At the end of this course, students will be able to understand the complete cycle of Manual Testing.
- 2. Students will be seeing the live project and will be able to start the career in the Software Quality

Assurance filed.