RESORCES FOR LEARNING QA

GENERAL SOFTWARE TESTING THEORY

STUDY TOPICS

1. Software development methodologies – goals:
   - Get familiar with the life cycle and software development methodologies
   - Get theoretical knowledge about the Scrum methodology

2. Definition of testing
   - Get familiar with testing goals, objectives and principles

3. Types of software testing
   - Get to know the approaches to software testing
   - Compare different types of software testing to understand their main objectives, purposes, and differences
   - Understand how the test design techniques can be used in testing

4. Basic test design techniques
   - Have a basic understanding of Basic test design technique
   - Have minimal experience in using Basic test design technique

5. Concept of a defect
   - Understand how correctly identify and describe defects
   - Learn rules for writing a good bug report
   - Gain practical experience with applications for making a screenshot
   - Gain practical experience with Jira

6. Test documentation
   - Get to know the main testing documentation artifacts
   - Get to know what is Test Case/Check List/Test Plan
   - Will be able to create Test Case, Check List, Test Plan
   - Get to know the advantages and disadvantages Test Cases/Check List
   - Get to know the types of Test Plan and how to choose the suitable type

7. Features of testing web, mobile applications
   - Get familiar with operating systems.
   - Learn about WEB and Mobile application testing.

ADDITIONAL MATERIALS

1. [Software development methodologies: Agile model](#)

2. [Definition of testing: its goals, objectives and principles](#)

3. [Types of software testing](#)

4. [Basic test design techniques](#)

5. Concept of a defect:
   - [Difference Between Bug and Defect With Examples](#)
   - [User Interface Elements](#)

6. Test documentation:
   - [Test Documentation in Software Testing (Example)](#)
   - [How to Write Test Cases with Examples](#)
   - [Why is a Checklist Important?](#)
   - [Defect Management Process in Software Testing](#)

7. Features of testing web, mobile applications:
   - [Mobile Apps Testing: Sample Test Cases & Test Scenarios](#)
   - [Web Application Testing: How to Test a Website?](#)

TECHNICAL BACKGROUND

STUDY TOPICS
1. Basics technical skills — HTML, CSS, XML, JSON
2. Client server architecture
3. Mobile testing
4. Web testing
5. Basic knowledge about DB and SQL

Theory and practical materials

HTML
Materials:
- [Learn HTML Basics for Beginners in Just 15 Minutes](#)
- [Structuring the web with HTML](#)

Interactive learning:
- [Learn HTML](#)
- [HTML Tutorial](#)

CSS
Materials:
- [Learn to style HTML using CSS](#)
Interactive learning:
- [Learn CSS](#)
- [CSS Tutorial](#)

XML
Materials:
- [XML introduction](#)
Interactive learning:
- [XML Tutorial](#)

JSON
Materials:
- [JSON: basics of usage](#)
Interactive learning:
- [JavaScript Tutorial](#)

Mobile testing Tools
- Charles
- Fiddler Classic
- Fiddler Everywhere
- Android Studio/xCode

Web testing Tools
- Web developer tools
- Postman, Swagger
- DBviewer

Basic knowledge about DB and SQL
Materials:
- [What is a database?](#)
- [SQL FAQ](#)

Interactive learning:
- [SQL Tutorial](#)
- [Learn SQL](#)

BOOKS THAT MAY HELP YOU

- Cem Kaner, James Bach, Bret Pettichord
  "Lessons Learned in Software Testing"

- Rex Black
  "Critical Testing Processes: Plan, Prepare, Perform, Perfect"

- Robert Culbertson, Chris Brown, Gary Cobb
  "Rapid Testing"

WE ARE WAITING FOR YOU!

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