

About Manual testing

Manual testing is the process of manually testing a software for defects. It requires a tester to play the role of an end user, and use most of all features of the application to ensure correct behaviour. Though it seems to be a simple process, there is a lot of indepth study required to perform manual testing on a software and get successful results.

A **Manual Tester** has to study every minute detail of a software very carefully. He needs to find out the expectations of an user from the software, understand the creation method of the software, plan his testing schedule, store and take down all the results from his tests, etc.

Manual Testing Training Syllabus

Note: All topics are covered in extreme detail with practical examples for all. Some of the topics may have been missed from the displayed syllabus below, which nonetheless will be covered during training session. To know more, contact us via the **Phone** or the **Form** below.

- **Before Testing**
 - Requirement Gathering
 - Software Design
 - Coding
- **Introduction**
 - Software Testing
 - Goals of Testing
 - Need of Testing Standards
 - Testing Principles
 - Testing Techniques
 - When to Stop Testing
- **Quality**
 - Quality Assurance
 - Quality Control
- **Life Cycle in Software Testing**
 - Software Development Life Cycle
 - Software Testing Life Cycle
 - Verification and Validation Model
- **Test Plan and Test Case**
 - Test Plan
 - Test Cases
 - Advantages of Test Cases
 - Disadvantages of Test cases
- **Life Cycle Models**
 - Waterfall Model
 - Linear Model

- Prototype Model
 - Spiral Model
- **Testing Standards**
 - Unit Testing
 - White Box Testing
 - Black Box Testing
 - Integration Testing
 - System Testing
 - Acceptance Testing
 - Alpha Testing
 - Beta Testing
 - Regression Testing
 - Retesting
 - Installation & Maintenance