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Reg. No.....

(REVISION - 2015)

Signature

DIPLOMA EXAMINATION IN ENGINEERING/TECHNOLOGY/
MANAGEMENT/COMMERCIAL PRACTICE — OCTOBER, 2019

SOFTWARE TESTING

[Time : 3 hours

(Maximum marks : 100)

PART — A

(Maximum marks : 10)

Marks

I Answer *all* questions in one or two sentences. Each question carries 2 marks.

1. List the purposes of software testing.
2. State the goals of equivalence class testing method.
3. Specify the need of technical reviews.
4. Name four commercial testing tools.
5. List two drawbacks of debugging with memory dump.

(5×2 = 10)

PART — B

(Maximum marks : 30)

II Answer any *five* of the following questions. Each question carries 6 marks.

1. Describe the Software testing life cycle with figure and brief explanation of the phases.
2. Explain how validation of code is done.
3. Discuss the methods used to design test cases in BVA.
4. State the benefits of structured walkthrough over inspection.
5. Outline any six advantages of test automation.
6. Give a brief description of the guidelines to be followed while selecting testing tools.
7. Explain the debugging process.

(5×6 = 30)

PART — C

(Maximum marks : 60)

(Answer *one* full question from each unit. Each full question carries 15 marks.)

UNIT — I

- III (a) Explain the post-implementation goals of software testing. 5
 (b) Explain software testing methodology with a figure. 10

OR

- IV (a) Explain the model for software testing process with a neat sketch. 5
 (b) Explain the verification of code. 10

UNIT — II

- V (a) Describe the method of error guessing. 5
 (b) Discuss the two types of acceptance testing. Also specify the entry criteria and exit criteria of the two categories of acceptance testing. 10

OR

- VI (a) Describe the need for white box testing. 5
 (b) Explain the different methods of decomposition based integration. 10

UNIT — III

- VII (a) State the guidelines for automated testing. 5
 (b) Explain the following methods of web based testing 10
 (i) Interface testing (ii) Navigation testing.

OR

- VIII (a) State any five issues in testing the Object Oriented software. 5
 (b) Discuss the categorization of testing tools. 10

UNIT — IV

- IX (a) Explain how to correct the bugs. 5
 (b) Explain the different debugging techniques. 10

OR

- X (a) Describe different types of debuggers. 5
 (b) Discuss the methods of bug tracking. 10