PA-1984

[5954]-602

B.B.A. (C.A.)

CA-602 : Software Testing

(2019 Pattern) (Semester - VI)

Time : 2½ Hours]   *[Max. Marks : 70*

Instructions to the candidates :

1)   All questions are compulsory.

2)   Neat diagram must be drawn wherever necessary.

3)   Figures to the right indicate full marks.

Q1) Attempt any EIGHT of the following (out of TEN) :   **[8 × 2 = 16]**

a)   What is Software Testing?

b)   What is Static testing?

c)   State the advantages of manual testing.

d)   What are formulae for calculating Cyclomatic complexity?

e)   What is Gray-box testing?

f)   Define validation Testing.

g)   What is Debugging?

h)   Explain terms- Error, Fault and Failure.

i)   Define regression testing.

j)   What is software metric?

Q2) Attempt any FOUR of the following (out of FIVE) :   **[4 × 4 = 16]**

a)   Write difference between verification and validation.

b)   Explain Software testing life cycle with diagram.

c)   Explain Boundary-Value analysis in details.

d)   Explain Acceptance testing in details.

e)   Explain Test Case Design along with example.

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Q3) Attempt any FOUR of the following (out of FIVE) :   [4 × 4 = 16]

    a)   Explain any four testing principles in detail.

    b)   Explain white box testing and its techniques.

    c)   Explain Sandwich and Big-Bang approach of Integration testing.

    d)   Explain load and Smoke testing in detail.

    e)   Write difference between Static and Dynamic testing.

Q4) Attempt any FOUR of the following (out of FIVE) :   [4 × 4 = 16]

    a)   Explain test case design for the login process.

    b)   Stub and Driver concept in Unit testing.

    c)   Explain GUI testing in details.

    d)   What is difference between client/server and web-Based testing?

    e)   Calculate the cyclometric complexity of a code which accepts 3 integer values and print the highest and lowest value.

Q5) Write a short note on Any TWO of the following (out of THREE) :

                                                            [2 × 3 = 6]

    a)   Testing for Real-Time system.

    b)   Stub and Driver concept in Unit testing.

    c)   Load Runner

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