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T.Y.B.B.A.(CA) CA-602: SOFTWARE TESTING (2019 Pattern) (Semester -VI)

Time: 2½ Hours] [Max. Marks: 70

Instructions to the candidates:

- 1) All questions are compulsory.
- 2) Figures to the right indicate full marks.
- 3) Neat diagram must be drawn wherever necessary.

Q1) Attempt any Eight of the following (out of 10)

 $[8 \times 2 = 16]$

- a) What is Software testing?
- b) What is alfa testing?
- c) What is software metric?
- d) Define unit testing
- e) How to calculating cyclomatic complexity?
- f) What is static testing?
- g) What is GQM?
- h) What is a test case design?
- i) Define load runner.
- i) Define terms Failure and defect?

Q2) Attempt any four of the following (out of five)

 $[4 \times 4 = 16]$

- a) Explain any Four testing principles in detail
- b) Explain white box testing and its techniques
- c) Explain top-down and bottom-up integration testing
- d) Explain validation and verification in details
- e) Explain Acceptance testing in details

Q3) Attempt any four of the following (out of five)

 $[4 \times 4 = 16]$

- a) Explain performance testing in details
- b) What is difference between client/server testing and web-based testing?
- c) Describe Three common techniques use for testing graphical user interface
- d) Explain software testing life cycle (STLC) in details
- e) Explain boundry value analysis in details

Q4) Attempt any four of the following (out of Five)

 $[4 \times 4 = 16]$

- a) Explain concept of SQA?
- b) What is debugging? Explain with its phases
- c) Explain testing fundamental in details
- d) Explain system testing with its type
- e) Explain inspection and walkthrough
- Q5) Write a short note on Any two of the following (out of three)

 $[2 \times 3 = 6]$

- a) Testing Documentation
- b) Real-Time system
- c) J-Unit

