

SOFTWARE TESTING METHODOLOGIES

(Computer Science & Engineering)

Time: 3 hours

Max. Marks: 70

PART - A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Define the terms verification & validation.
 - (b) What is path testing?
 - (c) Explain transaction flow.
 - (d) Write about dataflow testing.
 - (e) Describe domain testing.
 - (f) Discuss testability.
 - (g) Comment on path products.
 - (h) Explain KV charts.
 - (i) Design state graphs.
 - (j) Describe relations.

PART - B
(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

- 2 (a) Explain the different phases in Tester's Mental life.
(b) What are the applications of Path Testing? Explain.

OR

- 3 (a) What are the factors that determine the importance of a Bug? Explain.
(b) Define Testing Blindness? Explain the three types of Testing Blindness.

UNIT - II

- 4 (a) Explain about transaction flow testing techniques.
(b) What are the different types of complications in Transaction flows? Explain.

OR

- 5 (a) Discuss strategies in dataflow testing.
(b) Describe in detail about the Data Flow Anomaly State Graph.

UNIT - III

- 6 Describe nice & ugly domains.
Discuss in detail about the Domain closure and Domain Dimensionality.

OR

- 7 Explain domain and interface testing. Discuss various applications of domain testing.

UNIT - IV

- 8 Analyze reduction procedure. Write short notes on KV charts.

OR

- 9 Design decision tables. Discuss how the decision tables can be Basis for test case design.

UNIT - V

- 10 Describe good and bad state graphs. Describe the basic principles of Graph Matrix.

OR

- 11 Explain about node reduction algorithm with an example..