

SOFTWARE TESTING METHODOLOGIES

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Define Testing and Debugging.
 - (b) Write any two differences between flow graph and flow chart.
 - (c) Explain Test Databases in Transaction flow testing.
 - (d) Explain loop free path segment.
 - (e) What is Domain Testing?
 - (f) Describe Nonlinear Boundaries.
 - (g) Define path and Path product.
 - (h) Draw four variable KV Chart.
 - (i) Define Dead State.
 - (j) Explain power of matrix.

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) What are the different types of complications in Transaction flows? Explain.
(b) Describe in detail about the Data Flow Anomaly State Graph.

OR

- 5 Define Transaction? With a suitable example, explain briefly about the transaction flows.

UNIT – III

- 6 (a) Discuss in detail about the Domain closure and Domain Dimensionality.
(b) Explain in detail about Nice and ugly domain.

OR

- 7 (a) Define Domain Testing? Discuss various applications of domain testing.
(b) State and explain with suitable examples various two dimensional domain bugs.

UNIT – IV

- 8 (a) Explain the application to find the minimum number of paths in a graph? Explain with example.
(b) Discuss how the decision tables can be Basis for test case design.

OR

- 9 (a) Describe in detail about the Regular expression and flow anomaly detection
(b) Explain briefly about the Knowledge Based Systems.

UNIT – V

- 10 (a) With a suitable example explain the State graphs.
(b) Discuss in detail about the properties of Relations.

OR

- 11 (a) Explain in detail about the Good state graphs and bad state graphs.
(b) Describe the basic principles of Graph Matrix.
