

Code No: RT41054

R13

Set No. 1

IV B.Tech I Semester Supplementary Examinations, October/November - 2019

SOFTWARE TESTING METHODOLOGIES

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B

Answer ALL sub questions from Part-A

Answer any THREE questions from Part-B

PART-A (22 Marks)

1. a) Explain about test strategy matrix. [3]
- b) How to verify low-level design? [3]
- c) Describe structured walkthroughs. [4]
- d) What is beta testing? Explain. [4]
- e) Describe Paul Goodman for SMP. [4]
- f) Write general guidelines for usability testing. [4]

PART-B (3x16 = 48 Marks)

2. a) Explain about STLC with a neat diagram. [8]
- b) Define software testing. What are goals of software testing? [8]
3. a) What are verification activities? Explain verification of requirements. [8]
- b) A program reads three numbers, A, B, and C, with a range [1, 50] and prints the largest number. Design test cases for this program using BVC, robust testing, and worst case testing methods. [8]
4. a) What are benefits of inspection process? Explain. [8]
- b) What is mutation testing? Explain with suitable example. [8]
5. a) Define integration testing. Explain about path-based integration. [8]
- b) Explain about regression testing techniques. [8]
6. a) What are software quality metrics? Explain with examples. [8]
- b) Explain about coverage-based test case prioritization. [8]
7. a) Describe traditional software and Web-based software. [8]
- b) What is inheritance testing? Explain in detail. [8]