

APRIL 2018

**50419/SEE6B/
SAZ6C/SEU6G**

Time : Three hours

Maximum : 75 marks

SECTION A — ($10 \times 2 = 20$ marks)

Answer any TEN questions.

1. What is the purpose of testing?
2. What is the purpose of debugging?
3. Name any four types of bugs.
4. What is path instrumentation?
5. What is link maker?
6. What are hyperplanes?
7. What is domain span?
8. List any four weaknesses apply to all linguistic metrics.
9. What is meta language?
10. What is string recognizer?
11. What are the four areas of decision table?
12. What is a finite state machine?

SECTION B — ($5 \times 5 = 25$ marks)

Answer any FIVE questions.

13. Explain the model of testing process with a diagram.
14. Explain the productivity and quality in software.
15. Give a brief account on Achievable Paths.
16. Explain briefly the application of path testing.
17. Explain the span compatibility with an example.
18. Explain the basic concepts of paths with examples.
19. Explain the principles of state testing.

SECTION C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Describe the three kinds of testing on typical software system.
21. Explain the transaction flow techniques in detail.
22. Explain any five data flow testing strategies.
23. Describe the McCabe's cyclomatic complexity with examples.
24. Discuss about the software implementation in state graph.

In BCA \rightarrow Software Testing

