

APRIL 2017

50419/SEE6B/  
SAZ6C/SEU6G

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Differentiate between widget productivity and software productivity.
2. What is the Goal of Software Testing?
3. What is the purpose of Link Marker?
4. Define the term "Transaction".
5. What do you mean by Domain Span?
6. What is Dynamic Slicing?
7. Define : Loop-Free Path Segment.
8. What is the weakness of linguistic metrics?
9. List out any two metrics of measuring Software Complexity.

III BCA : paper - x x x Software Testing.

10. Define : BNF.
11. What is the use of Decision Table?
12. Write down the limitations of State Testing.

**SECTION B — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

13. What are the five Phases of software testing? Explain.
14. Explain the characteristics of the model of a Software Project.
15. Write down the steps for Transaction Flow Testing.
16. Explain any five bugs in Domain errors.
17. Write a short note on path sum and path product.
18. Write down the steps in Syntax Testing.
19. Explain briefly about State Table with an example.

**SECTION C — (3 × 10 = 30 marks)**

**Answer any THREE questions.**

20. Define the term "Bugs". What are the types of Bugs? Explain.
21. What are the elements of control flow graph? Describe.
22. Describe any two strategies involved in Data-Flow Testing.
23. Discuss the Hidden assumption and weakness of Halstead's metrics.
24. Describe the components of Decision Table.