

B.Sc.- III (CBCS Pattern) Semester-VI
USCST11.4 - Elective-IV - Computer Science Paper-IV : Software Testing

P. Pages : 1

Time : Three Hours



GUG/S/25/13348

Max. Marks : 50

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- Notes :
1. All the questions are compulsory and carry equal marks.
 2. Draw neat and labeled diagram wherever necessary.
 3. Avoid vague answer and write answer relevant and specific to question only.

Either :

1. a) Discuss the importance of testing in software engineering. 5
- b) Explain the different defect prevention strategies used in software testing. 5

OR

- c) Explain any three fundamental testing axioms with examples. 5
- d) Explain the purpose of a defect repository in software testing. 5

Either :

2. a) Discuss the role of test objectives in defining test case design strategies. 5
- b) Explain the importance of tester experience and intuition in error guessing. 5

OR

- c) Explain the principles of black-box testing in software test design. 5
- d) Explain the different types of coverage used in software testing. 5

Either :

3. a) What are the different levels of testing in software testing? Explain only one. 5
- b) Explain top-down integration testing. 5

OR

- c) What are the different types of system testing? Explain it. 5
- d) Explain the difference between Alpha Testing and Beta Testing. 5

Either :

4. a) What are the responsibilities of a software tester in an organization? 5
- b) What is the purpose of test result reporting? Explain it. 5

OR

- c) Differentiate between functional and project based testing structure. 5
- d) Explain the role of problem-solving skills in software testing. 5

5. Attempt all the questions.
- a) Define software testing as a process. 2½
- b) What are the advantages of random testing? 2½
- c) Write note on regression testing. 2½
- d) What is the role of a Test Manager in forming a testing group? 2½
