5204

Unique Paper Code	:	234551
Name of the Paper	:	CA-3C Software Testing
Name of the Course	:	B.A. Programme – Computer Application
Semester	:	V
Duration of Examination	:	3 Hours
Maximum Marks	:	45

Instructions for candidates :

1. Section A is compulsory
2. Attempt any three questions from Section B.
3. Parts of a question must be answered together.

SECTION A

Q. 1.	a.	Explain Djikstra's doctrine.	3 marks
	b.	Which model will you use for creating a rocket science project and why?	3 marks
	c.	Define usability testing and its importance.	3 marks
	d.	What is a test plan? Who creates it?	3 marks
	e.	What is the need of system testing?	3 marks

SECTION B

Q. 2.	a.	Explain the importance of testing in Software engineering?	5 marks
	b.	Which testing is better : Black box or White box? Justify your answer.	5 marks

Q. 3.	a.	What are equivalence classes?. Give an example.	5 marks
	b.	A program accepts marks of 100 students to calculate average marks. List the boundary cases for testing and verification of this program.	5 marks

Q. 4.	a.	Explain the technique for measuring the code complexity.	5 marks
	b.	Define defects detection and defects prevention? Also explain the relationship between the two terms.	5 marks

Q. 5.	a.	Differentiate between white box and black box testing techniques.	4 marks
	b.	Differentiate between alpha testing and beta testing.	4 marks
	c.	Load testing is recommended for which kind of applications and why?	2 marks

Q. 6.	a.	Explain the major steps of risk management activity.	5 marks
	b.	What is regression testing? When is it done?	5 marks