

Name _____
Quiz

Software Testing

Multiple Choice

1. What do you understand by V&V in software testing?
 - a) Verified Version
 - b) Version Validation
 - ☒ c) Verification and Validation
 - d) Version Verification

2. Which of the following is a black box testing strategy?
 - a) All Statements Coverage
 - b) Control Structure Coverage
 - ☒ c) Cause-Effect Graphs
 - d) All Paths Coverage

3. A set of inputs, execution preconditions and expected outcomes is known as a
 - a) Test plan
 - ☒ b) Test case
 - c) Test document
 - d) Test Suite

4. In which test design each input is tested at both ends of its valid range and just outside its valid range?
 - ☒ a) Boundary value testing
 - b) Equivalence class partitioning
 - c) Boundary value testing AND Equivalence class partitioning
 - d) Decision tables

5. When does the testing process stops?
 - a) When resources (time and budget) are over
 - b) When some coverage is reached
 - ☒ c) When quality criterion is reached
 - d) Testing never ends

6. Which of the following is not a part of a test design document?

- a) Test Plan
- b) Test Design Specification
- c) Test Case Specification
- ☒ d) Test Log

7. Acceptance & system test planning are a part of architectural design.

- a) True
- ☒ b) False

Description

1. What is Unit testing and why do we do it?

Unit testing is the act of testing the smallest possible *unit* of code and unit in complete isolation.

Unit testing may seem time consuming first, but pays for itself many times over:

How to know if your *small change* didn't break anything?

How to know if your *big change* didn't break anything?

How to know if you *preserved existing behavior*?

What if you ran all unit tests daily (1x) or on every check in?

2. What are the sources of ambiguity in requirements?

Observational & recall errors

Interpretation errors

Mixtures of above

Effects of human interaction