

Course: Software Testing

Chapter 01:

1. What is software testing technology?
2. Goals of software testing.
3. Draw the model of software testing
4. Software Testing process

Chapter02:

1. Difference between failure, fault or bug
2. Draw the life cycle of a bug
3. What are the activities to be performed to get rid of bugs.
4. Draw the state of bug
5. Describe the state of bug
6. Why do bug occur?
7. How do bug get into software product?
8. Bug classification based on criticality
9. Bug classification based on SLDC
10. Software testing lifecycle
11. Software testing methodology
12. Software testing strategy
13. Testing lifecycle model
14. Validation activities

Chapter 03:

1. Draw V-testing
2. Show V&V activities with diagram
3. Show SDLC with V&V diagram
4. Describe the SDLC phase
5. Why verification is need at every step of SDLC?
6. Write the goals of verification.
7. Describe verification activities.

8. What are the points against which verification of requirements will be done.
9. How to verify high level design?
10. How to verify low level design?
11. How to verify code?
12. How to do unit verification?

Chapter04:

Exercise 04,05,06 done.

No question given told practice example.

Chapter 05:

Like chapter 04

Chapter06:

1. What is static testing
2. Drawbacks of dynamic testing
3. Benefits of static testing
4. Objectives of static testing
5. Types of static testing
6. Inspections, team, Inspection process
7. Benefits of inspection process
8. Effectiveness of inspection process
9. Variants of inspection process
10. Structured walkthrough
11. Technical review

Chapter 13:

Given slide.

Course: Distributed System

Chapter 01:

1. What is distributed system
2. How to characterized a distributed system?
3. What are challenges?
4. Financial trading of Distributed system.
5. Trends in Distributed system
6. Definition 4 types of computing
7. Difference between cluster, grid and cloud computing with examples

Chapter 02, 03,04,05 given slide and not given any question.