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| According to the first part of the tester’s mental lives  A. testing shows software works. B. testing debugging.  C. testing show's software doesn't work. D. testing is not an act. |
| Errors in syntax are common.  A. data bugs B. logic bugs  C. coding bugs D. structure bugs |
| Data objects' states can't be \_\_\_\_\_\_\_\_.  A. created B. killed C. used D. modified |
| There is no clear relationship between processes and decisions in \_\_\_\_\_\_\_\_\_.  A. data flow diagram B. transaction flow diagram  C. both a) and b) D. none |
| Concatenation is a method of expressing consecutive path segments.  A. Path product B. Path sum C. Path D. Path Express |
| \_\_\_\_\_\_\_\_\_\_\_ is another for structural testing. |
| The systems final recipient is referred to as the \_\_\_\_\_\_\_\_\_. |
| \_\_\_\_\_refers to the number of planes in which the domain occurs. |
| The values of the border in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ pertain to the same domain. |
| For functional testing, the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ graph is employed. |
| The initial purpose of testing is to determine  A. bug detection. B. bug prevention.  C. bug correction. D. to calculate the cost of the bug. |
| What are the objectives of testing?  A. to find the error. B. to show program has bugs.  C. to correct the error. D. none of these. |
| Each variable's definition is included in \_\_\_\_\_\_\_\_\_\_.  A. ad strategy B. apu strategy  C. au strategy D. adup strategy |
| The following is the normal sequence with respect to the life time of a variable:  A. kk B. dd C. dk D. uu |
| The operation used to remove components from stack is\_\_\_\_\_  A. POP B. Remove C. Delete D. None |
| Although no two systems are identical, they can share \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of the code. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are the four layers of testing. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are the 3 anomaly states. |
| \_\_\_\_\_\_\_\_\_\_\_ are 2 examples of transaction flow problems. |
| \_\_\_\_\_\_\_\_is an approach for partitioning a program’s input space into domains where the values in each domain are equivalent . |
| Functional testing is \_\_\_\_\_\_  A. black box B. white box  C. glass box D. open box |
| Most defects are eliminated by language syntax and semantics, according to this belief.  A. control bug dominance B. data separation  C. lingua Salvatore estimate D. angelic testers |
| The correct transaction flow sequence is \_\_\_\_\_\_\_\_\_\_.  A. input, validate, acknowledge, record transaction.  B. input, acknowledge, record transaction.  C. acknowledges, input, and validate record, transaction.  D. record transaction, input, validate, acknowledge. |
| When two distinct domains collide, they are said to be \_\_\_\_\_\_\_\_\_\_\_.  A. ambiguous B. over specified  C. contradictory D. unambiguous |
| The graph's comparable link weight would be    A.1 B.2 C.3 D.4 |
| \_\_\_\_\_\_\_\_\_\_ are included in evaluating the seriousness of bugs. |
| The most crucial factor to consider when creating an interface is its \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ analysis of arrays is employed. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Nodes include things like if then else and do while. |
| Inserting elements into a stack is done with the \_\_\_\_\_\_\_\_\_\_ operation. |
| Which one is not the consequence of bugs?  A. serious B. extreme  C. infectious D. none |
| The pesticide paradox is \_\_\_\_\_  A. testing shows all bugs  B.complexity of software grows to the limit of managerial ability  C. a method to find bugs leaves subtler bugs  D. testing doesn't show all bugs |
| In the case of transactional flow instrumentation, following statement is true:  A. Dispatchers are needed B. Payoff is counters  C. Counters are useful D. Counters are not useful |
| Sensitization in transaction flows can be accomplished in a variety of ways\_\_\_\_\_\_\_\_\_\_.  A. using of patches B. use break points  C. counters D. processing queue |
| The following loop's path expression would be:    A. Z\*X B. ZX C. ZX\* D. Z+X |
| The programs environment includes both \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| Bugs have wide range of repercussions, from \_\_\_\_\_\_\_\_\_to\_\_\_\_\_\_\_\_\_. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Machines have the ability to store instructions in many ways. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is similar to maintenance testing. |
| The parallel set of pathways is denoted as\_\_\_\_\_\_\_\_\_\_. |

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| What is meant by testing? Why we need it? List the goals of software testing? |
| OR |
| What is meant by program's control flow? How is it useful for path, testing? |
| What is transaction flow testing? Explain with example. |
| OR |
| Explain data-flow testing with an example. Explain its generalizations and limitations. |
| Explain predicates of domain testing with example. |
| OR |
| Compare domain and interface testing. |
| What is path testing? Give a note on path selection and predicates. |
| OR |
| Explain model of testing with suitable diagram. |
| What is transaction instrumentation in transaction flow? Explain with example. |
| OR |
| Discuss about the data flow model. |
| State and explain various restrictions at domain testing processes. |
| OR |
| Define Loop free software, linear vector space and domain span. |
| Define cross and parallel term in paths testing. |
| OR |
| Explain Taxonomy of bugs. |
| Discuss about complication in transaction - flow testing. |
| OR |
| Compare data flow and path flow testing strategies. |
| Discuss about domain dimensionality. |
| OR |
| Write about nice and ugly domains and give examples to each domain. |
| List the elements of flow graph and explain each Element with Suitable diagram. |
| OR |
| State and explain various dichotomies in software testing. |
| Explain transaction flow graph in detail with its implementation. |
| OR |
| Explain static Vs dynamic anomaly detection. |
| Explain the schematic representation of domain testing. |
| OR |
| Define domains, path and testability. |