20MCA107 ADVANCED SOFTWARE ENGINEERING

	MODULE 3
1	Explain OOP concepts.
2	Explain structural design pattern of software development .
3	Explain creational design pattern of software development
4	Explain behavioral design pattern of software development
5	Explain the concept of Anti pattern technique in design
6	Illustrate xUnit Architecture framework for unit testing
7	Explain Assertions and expected error tests used in unit test?
8	Define Custom assertion and explain with an example
9	Explain Abstract test with example.
	MODULE 4
1	Explain software testing and its principles in software development
2	What are the three primary human testing methods and explain each. (Hint: code inspections, walkthroughs and user (or usability) testing)
3	Explain the use of unit tests in testing phase of software development
4	Explain Refactoring method in Agile.
5	List out the characteristics of Agility in Agile frame work
6	Compare pairwise and state transition testing
7	Explain the different phases of SCRUM framework
8	Briefly discuss any three testing methodologies
9	Differentiate between blackbox and white box with one kind of scenario each
10	Explain equivalence class testing in software testing
11	What are the different techniques available in white box. Explain with an example
12	Explain cyclomatic complexity

13	Illustrate the phases of Defect life cycle in software testing
14	Explain Automated Regression testing including its features on Regression
15	Explain non-functional Automation Testing including its key parameters
	MODULE 5
1	Compare continuous delivery and continuous deployment with neat sketch
2	Explain the strategy for implementing continuous integration in software configuration management
3	Illustrate deployment pipeline and its various stage with a neat sketch

4	Explain the architecture of Ansible in SCM
5	Explain the usability of version control
6	Explain the architecture of Robot Framework in testing.
7	Explain the strategy of continuous delivery .List out the principles of software delivery