

# Fundamentals of Software Development (4331604) - Summer 2024 Solution

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June 14, 2024

## Question 1(a) [3 marks]

Explain software engineering layered approach.

### Solution

Software engineering follows a layered approach with four fundamental layers working together to create quality software products.

**Table 1.** Software Engineering Layered Approach

Layer	Description	Purpose
<b>Quality Focus</b>	Foundation layer emphasizing continuous improvement	Ensures defect-free products
<b>Process</b>	Defines framework of activities and tasks	Provides systematic development approach
<b>Methods</b>	Technical procedures for analysis, design, coding, testing	Offers “how-to” guidance
<b>Tools</b>	Automated support for process and methods	Provides efficiency and consistency

- **Quality Focus:** Forms the foundation ensuring customer satisfaction
- **Process Layer:** Defines workflow and project management activities
- **Methods Layer:** Provides technical approach for each development phase
- **Tools Layer:** Supports automation and integration

### Mnemonic

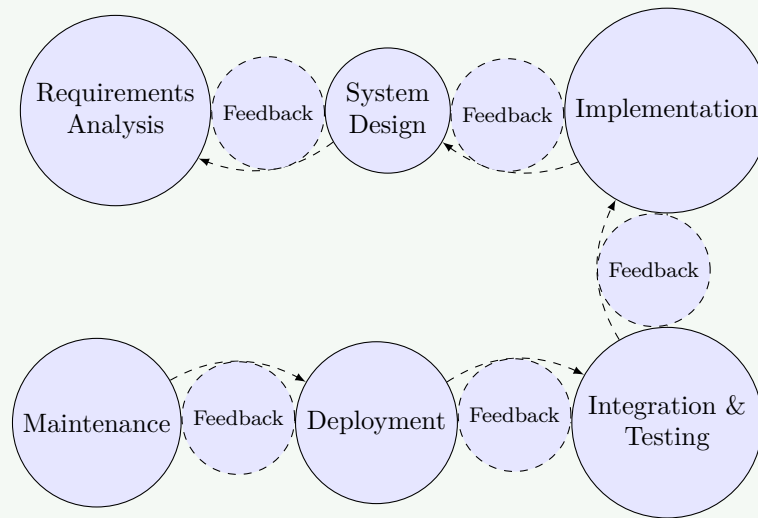
“Quality Processes Make Tools: Remember the four layers from bottom to top.”

## Question 1(b) [4 marks]

Explain Iterative waterfall model.

### Solution

The Iterative Waterfall Model combines the structured approach of waterfall with feedback loops for improvement and error correction.



**Figure 1.** Iterative Waterfall Model

**Key Features:**

- **Sequential phases:** Each phase completed before next begins
- **Feedback loops:** Allow return to previous phases for corrections
- **Documentation driven:** Heavy emphasis on documentation at each phase
- **Error correction:** Issues identified in later phases can be fixed

**Mnemonic**

“Water Falls Back Up: Sequential flow with upward feedback capability.”

## Question 1(c) [7 marks]

Explain Agile Model and Agile Principles.

**Solution**

Agile is an iterative software development methodology emphasizing collaboration, customer feedback, and rapid delivery of working software.

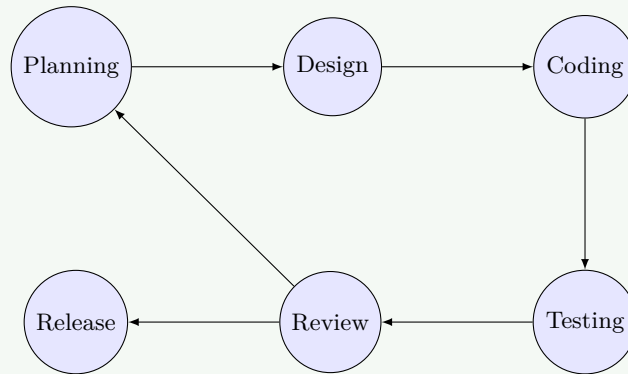
**Table 2.** Agile Values vs Traditional Approach

Agile Values	Traditional Approach
Individuals and interactions	Processes and tools
Working software	Comprehensive documentation
Customer collaboration	Contract negotiation
Responding to change	Following a plan

**Core Agile Principles:**

- **Customer satisfaction:** Deliver valuable software early and continuously
- **Welcome change:** Embrace changing requirements even late in development
- **Frequent delivery:** Deliver working software frequently (weeks rather than months)
- **Collaboration:** Business people and developers work together daily
- **Motivated individuals:** Build projects around motivated people
- **Face-to-face conversation:** Most efficient method of communication
- **Working software:** Primary measure of progress
- **Sustainable development:** Maintain constant pace indefinitely
- **Technical excellence:** Continuous attention to good design

- **Simplicity:** Art of maximizing work not done
- **Self-organizing teams:** Best requirements emerge from self-organizing teams
- **Regular reflection:** Team reflects and adjusts behavior regularly



**Figure 2.** Agile Development Cycle

### Mnemonic

“Customer Change Frequently Collaborates: Core agile principles focus.”

## Question 1(c OR) [7 marks]

Write a short note on Scrum.

### Solution

Scrum is an agile framework for managing software development with emphasis on team collaboration and iterative progress.

**Table 3.** Scrum Roles and Responsibilities

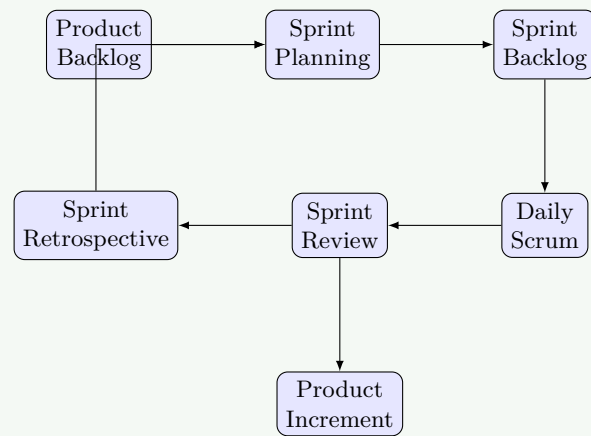
Role	Responsibilities	Key Activities
<b>Product Owner</b>	Defines product features and priorities	Manages product backlog
<b>Scrum Master</b>	Facilitates process and removes obstacles	Conducts ceremonies
<b>Development Team</b>	Creates working software	Self-organizing and cross-functional

#### Scrum Events:

- **Sprint:** 1-4 week iteration producing potentially shippable product
- **Sprint Planning:** Team plans work for upcoming sprint
- **Daily Scrum:** 15-minute daily synchronization meeting
- **Sprint Review:** Demonstrate completed work to stakeholders
- **Sprint Retrospective:** Team reflects on process improvements

#### Scrum Artifacts:

- **Product Backlog:** Prioritized list of features
- **Sprint Backlog:** Items selected for current sprint
- **Increment:** Working product at sprint end



**Figure 3.** Scrum Process Flow

### Mnemonic

“Product Sprints Daily Reviews: Key scrum elements sequence.”

## Question 2(a) [3 marks]

If you have to develop a word processing software product, what process models will you choose? Justify your answer.

### Solution

For word processing software development, I would choose the **Incremental Model** as the most suitable process model.

#### Justification:

- **Complex functionality:** Word processors have numerous features (editing, formatting, spell-check) that can be developed incrementally
- **User feedback:** Early increments allow user testing and feedback incorporation
- **Risk management:** Core features delivered first, advanced features added later
- **Market advantage:** Basic version can be released early to gain market presence

#### Development Increments:

1. **Increment 1:** Basic text editing and file operations
2. **Increment 2:** Formatting and font management
3. **Increment 3:** Advanced features (spell-check, templates)

### Mnemonic

“Word Processing Increments User Feedback: Incremental approach suits complex software.”

## Question 2(b) [4 marks]

Explain characteristics of good SRS.

### Solution

A good Software Requirements Specification (SRS) document must possess specific characteristics to ensure successful software development.

**Table 4.** Characteristics of Good SRS

Characteristic	Description	Importance
<b>Complete</b>	Contains all necessary requirements	Prevents scope creep
<b>Consistent</b>	No conflicting requirements	Avoids implementation confusion
<b>Unambiguous</b>	Clear and precise language	Single interpretation possible
<b>Verifiable</b>	Requirements can be tested	Enables validation
<b>Modifiable</b>	Easy to change and maintain	Supports requirement evolution
<b>Traceable</b>	Requirements linked to sources	Impact analysis possible

**Additional Characteristics:**

- **Feasible:** Technically and economically achievable
- **Necessary:** Each requirement serves a purpose
- **Prioritized:** Requirements ranked by importance
- **Testable:** Specific criteria for verification

**Mnemonic**

“Complete Consistent Unambiguous Verifiable: Core SRS quality attributes.”

**Question 2(c) [7 marks]**

Explain functional and non-functional requirements for an ATM software.

**Solution**

ATM software requirements are categorized into functional (what system does) and non-functional (how system performs) requirements.

**Table 5.** ATM Functional Requirements

Function	Description	Example
<b>Authentication</b>	User login and verification	PIN validation, card reading
<b>Account Operations</b>	Basic banking transactions	Balance inquiry, cash withdrawal
<b>Transaction Processing</b>	Money transfer and deposits	Account-to-account transfer
<b>Receipt Generation</b>	Transaction documentation	Print transaction receipts
<b>Session Management</b>	User session control	Timeout, logout functionality

**Table 6.** ATM Non-Functional Requirements

Category	Requirement	Specification
<b>Performance</b>	Response time	Maximum 3 seconds per transaction
<b>Security</b>	Data protection	256-bit encryption for all data
<b>Reliability</b>	System availability	99.9% uptime requirement
<b>Usability</b>	User interface	Simple interface for all age groups
<b>Scalability</b>	Load handling	Support 1000 concurrent users

**Functional Requirements Details:**

- **Cash Withdrawal:** Dispense cash after successful authentication
- **Balance Inquiry:** Display current account balance
- **PIN Change:** Allow users to update their PIN
- **Mini Statement:** Provide last 10 transactions

**Non-Functional Requirements Details:**

- **Security:** Multi-factor authentication, transaction logging
- **Performance:** Fast transaction processing, minimal wait time
- **Availability:** 24/7 operation with minimal downtime
- **Maintainability:** Easy software updates and hardware maintenance

### Mnemonic

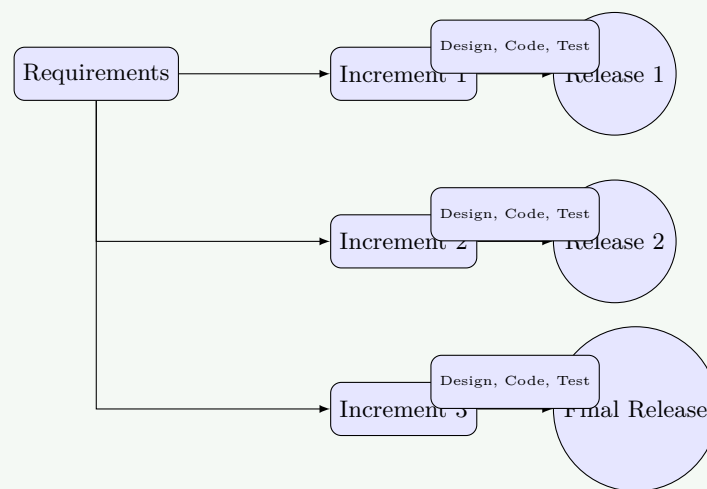
“Functions Work, Quality Matters: Functional vs non-functional distinction.”

## Question 2(a OR) [3 marks]

Explain Incremental Model with diagram.

### Solution

The Incremental Model develops software in small, manageable portions called increments, with each increment adding new functionality to the existing system.



**Figure 4.** Incremental Model

### Key Features:

- **Parallel development:** Multiple increments developed simultaneously
- **Early delivery:** Working software available after first increment
- **Risk reduction:** Core functionality delivered first

### Mnemonic

“Increments Build Upon Previous: Each increment adds to existing functionality.”

## Question 2(b OR) [4 marks]

Differentiate between functional and non-functional requirements.

### Solution

**Table 7.** Functional vs Non-Functional Requirements

Aspect	Functional Requirements	Non-Functional Requirements
<b>Definition</b>	What the system does	How the system performs
<b>Focus</b>	System behavior and features	System quality attributes
<b>Testing</b>	Black-box testing	Performance and stress testing
<b>Documentation</b>	Use cases, user stories	Quality metrics, constraints
<b>Examples</b>	Login, search, calculate	Speed, security, usability
<b>Verification</b>	Functional testing	Non-functional testing
<b>Change Impact</b>	Feature modification	Performance tuning
<b>User Visibility</b>	Directly visible to users	Indirectly experienced

#### Functional Requirements Characteristics:

- **Behavior-focused:** Define system actions and responses
- **Feature-specific:** Each requirement describes a specific capability
- **User-driven:** Based on user needs and business processes

#### Non-Functional Requirements Characteristics:

- **Quality-focused:** Define performance and quality standards
- **System-wide:** Apply to entire system rather than specific features
- **Constraint-driven:** Set limits and boundaries for system operation

#### Mnemonic

“Functions Do, Quality Shows: Functional requirements define actions, non-functional define quality.”

## Question 2(c OR) [7 marks]

Write a short note on Requirements Analysis.

#### Solution

Requirements Analysis is the process of studying user needs and defining system requirements to understand what the software system should accomplish.

**Table 8.** Requirements Analysis Process

Phase	Activities	Deliverables
<b>Elicitation</b>	Gather requirements from stakeholders	Requirement lists, interviews
<b>Analysis</b>	Study and understand requirements	Requirement models, prototypes
<b>Specification</b>	Document requirements formally	SRS document, use cases
<b>Validation</b>	Verify requirements correctness	Validated requirements

#### Requirements Elicitation Techniques:

- **Interviews:** One-on-one discussions with stakeholders
- **Questionnaires:** Structured surveys for large user groups
- **Observation:** Studying current work processes
- **Workshops:** Group sessions for requirement gathering
- **Prototyping:** Building preliminary versions for feedback

#### Analysis Activities:

- **Requirement prioritization:** Ranking requirements by importance
- **Feasibility study:** Assessing technical and economic viability
- **Conflict resolution:** Resolving contradictory requirements
- **Requirement modeling:** Creating visual representations

#### Validation Techniques:

- **Requirement reviews:** Formal examination of documented requirements

- **Prototyping:** Building models to validate understanding
- **Test case generation:** Creating tests from requirements

#### Challenges in Requirements Analysis:

- **Changing requirements:** Stakeholder needs evolve over time
- **Communication gaps:** Misunderstanding between users and developers
- **Incomplete requirements:** Missing or vague specifications
- **Conflicting stakeholder needs:** Different user groups have different priorities

#### Mnemonic

“Every Analysis Specification Validates: Key phases of requirements analysis.”

## Question 3(a) [3 marks]

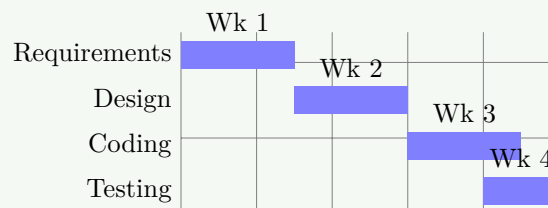
Explain Gantt Chart.

#### Solution

A Gantt Chart is a visual project management tool that displays project tasks against a timeline, showing task duration, dependencies, and progress.

**Table 9.** Gantt Chart Components

Component	Description	Purpose
<b>Tasks</b>	Project activities listed vertically	Shows work breakdown
<b>Timeline</b>	Horizontal time scale	Displays project duration
<b>Bars</b>	Horizontal bars showing task duration	Visual task representation
<b>Dependencies</b>	Lines connecting related tasks	Shows task relationships
<b>Milestones</b>	Key project checkpoints	Marks important events



**Figure 5.** Sample Gantt Chart

#### Benefits:

- **Visual clarity:** Easy to understand project timeline
- **Progress tracking:** Shows completed vs remaining work
- **Resource planning:** Helps allocate resources effectively

#### Mnemonic

“Gantt Graphs Timeline Tasks: Visual timeline representation of project tasks.”

## Question 3(b) [4 marks]

Write in brief: Responsibilities and skills of software project manager.



### Solution

A software project manager oversees the entire software development lifecycle, ensuring projects are completed on time, within budget, and meet quality standards.

**Table 10.** Project Manager Responsibilities

Category	Responsibilities	Key Activities
Planning	Project scope and timeline definition	WBS creation, scheduling
Resource Management	Team allocation and coordination	Staff assignment, skill matching
Risk Management	Identify and mitigate project risks	Risk assessment, contingency planning
Communication	Stakeholder coordination	Status reporting, meetings
Quality Assurance	Ensure deliverable quality	Review processes, standards

#### Essential Skills:

- **Technical skills:** Understanding of software development processes
- **Leadership skills:** Team motivation and guidance
- **Communication skills:** Effective stakeholder interaction
- **Problem-solving skills:** Quick issue resolution
- **Time management:** Efficient task prioritization

#### Key Responsibilities:

- **Project planning:** Define scope, timeline, and resources
- **Team coordination:** Manage development team activities
- **Stakeholder management:** Maintain client and sponsor relationships
- **Risk mitigation:** Identify and address potential problems

### Mnemonic

“Managers Plan Resources Risks Communication: Core responsibilities of project managers.”

## Question 3(c) [7 marks]

Write a short note on Risk Management.

### Solution

Risk Management is the systematic process of identifying, analyzing, and responding to project risks that could impact software development success.

**Table 11.** Risk Management Process

Phase	Activities	Techniques	Outcomes
Risk Identification	Find potential risks	Brainstorming, checklists	Risk register
Risk Analysis	Assess probability and impact	Risk matrices, scoring	Prioritized risks
Risk Planning	Develop response strategies	Mitigation, avoidance	Risk response plans
Risk Monitoring	Track and control risks	Regular reviews	Updated risk status

#### Types of Software Project Risks:

##### Technical Risks:

- **Technology uncertainty:** New or unproven technologies
- **Performance issues:** System not meeting performance requirements
- **Integration problems:** Difficulty combining system components

##### Project Risks:

- **Schedule delays:** Tasks taking longer than estimated
- **Resource constraints:** Insufficient staff or budget

- **Scope creep:** Uncontrolled requirement changes

#### Business Risks:

- **Market changes:** Shifting business requirements
- **Competition:** Competitive products affecting project value
- **Regulatory changes:** New compliance requirements

#### Risk Response Strategies:

- **Risk Avoidance:** Eliminate risk by changing project approach
- **Risk Mitigation:** Reduce probability or impact of risk
- **Risk Transfer:** Shift risk to third party (insurance, outsourcing)
- **Risk Acceptance:** Accept risk and develop contingency plans

#### Mnemonic

“Identify Analyze Plan Monitor: Four phases of risk management process.”

### Question 3(a OR) [3 marks]

Explain WBS with example.

#### Solution

Work Breakdown Structure (WBS) is a hierarchical decomposition of project work into smaller, manageable components that can be easily estimated, assigned, and tracked.

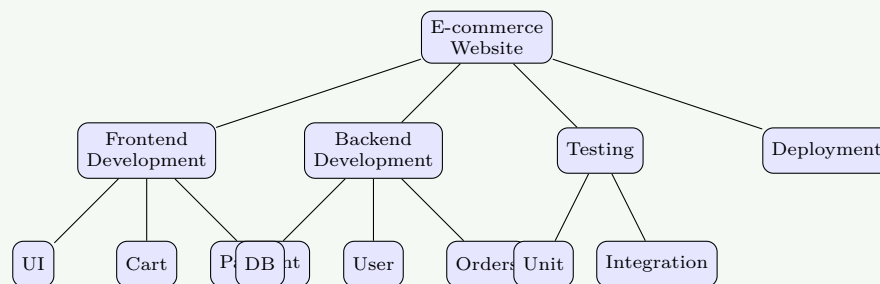


Figure 6. WBS Example for E-commerce Website

#### WBS Characteristics:

- **Hierarchical structure:** Top-down breakdown of project scope
- **100% rule:** WBS includes 100% of work defined by project scope
- **Mutually exclusive:** No overlap between WBS elements

#### Mnemonic

“Work Breaks Small: Breaking work into smaller manageable pieces.”

### Question 3(b OR) [4 marks]

Explain Project monitoring and control.

#### Solution

Project monitoring and control involves tracking project progress, comparing actual performance against planned performance, and taking corrective actions when necessary.

**Table 12.** Monitoring and Control Activities

Activity	Description	Tools/Techniques
Progress Tracking	Monitor task completion	Gantt charts, dashboards
Performance Measurement	Compare actual vs planned	Earned value analysis
Quality Control	Ensure deliverable quality	Reviews, testing
Risk Monitoring	Track identified risks	Risk registers, reports
Change Control	Manage scope changes	Change request process

**Key Monitoring Metrics:**

- **Schedule performance:** Tasks completed on time
- **Cost performance:** Budget utilization and variance
- **Quality metrics:** Defect rates, customer satisfaction
- **Resource utilization:** Team productivity and efficiency

**Control Actions:**

- **Corrective actions:** Address performance deviations
- **Preventive actions:** Avoid potential problems
- **Change management:** Handle scope modifications

**Mnemonic**

“Monitor Progress Performance Quality: Key areas of project monitoring.”

**Question 3(c OR) [7 marks]**

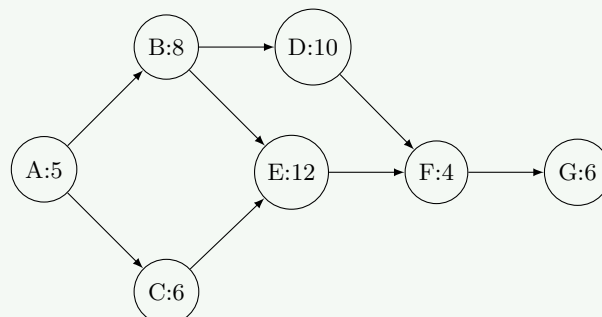
Explain Critical Path Method (CPM) with a suitable example.

**Solution**

Critical Path Method (CPM) is a project management technique that identifies the longest sequence of dependent tasks and determines the minimum project completion time.

**Table 13.** Sample Project Tasks

Task	Duration (Days)	Predecessors
A - Requirements	5	-
B - Design	8	A
C - Database Setup	6	A
D - Frontend Coding	10	B
E - Backend Coding	12	B, C
F - Integration	4	D, E
G - Testing	6	F

**Figure 7.** CPM Network

**Critical Path Calculation:**

- **Path 1:**  $A \rightarrow B \rightarrow D \rightarrow F \rightarrow G = 5 + 8 + 10 + 4 + 6 = 33$  days
- **Path 2:**  $A \rightarrow B \rightarrow E \rightarrow F \rightarrow G = 5 + 8 + 12 + 4 + 6 = 35$  days (Critical Path)
- **Path 3:**  $A \rightarrow C \rightarrow E \rightarrow F \rightarrow G = 5 + 6 + 12 + 4 + 6 = 33$  days

**CPM Benefits:**

- **Project duration:** Determines minimum completion time
- **Critical activities:** Identifies tasks that cannot be delayed
- **Float calculation:** Shows available slack time for non-critical tasks
- **Resource optimization:** Helps allocate resources efficiently

**Mnemonic**

“Critical Paths Minimize Project Duration: CPM finds longest path determining minimum time.”

**Question 4(a) [3 marks]**

Write a note on classification of design activities.

**Solution**

Software design activities are systematically classified to organize the design process and ensure comprehensive system development.

**Table 14.** Classification of Design Activities

Classification	Activities	Focus Area
<b>Architectural Design</b>	System structure, components	High-level organization
<b>Interface Design</b>	User interface, system interfaces	Interaction design
<b>Component Design</b>	Module details, algorithms	Low-level implementation
<b>Data Design</b>	Database, data structures	Data organization

**Design Activity Levels:**

- **System Level:** Overall system architecture and major components
- **Subsystem Level:** Individual subsystem design and interfaces
- **Component Level:** Detailed module design and algorithms

**Mnemonic**

“Architects Interface Components Data: Four main design activity classifications.”

**Question 4(b) [4 marks]**

Define Coupling. Explain its classification.

**Solution**

Coupling refers to the degree of interdependence between software modules. Lower coupling indicates better software design with more maintainable and flexible code.

**Table 15.** Types of Coupling (Loosest to Tightest)

Coupling Type	Description	Example
Data Coupling	Modules communicate through parameters	Function calls with simple parameters
Stamp Coupling	Modules share composite data structure	Passing record/structure as parameter
Control Coupling	One module controls another's execution	Passing control flags
External Coupling	Modules depend on external format	Shared file format or protocol
Common Coupling	Modules share global data	Global variables access
Content Coupling	One module modifies another's data	Direct access to another module's data

#### Benefits of Loose Coupling:

- **Maintainability:** Easier to modify individual modules
- **Reusability:** Modules can be used in different contexts
- **Testability:** Modules can be tested independently

#### Mnemonic

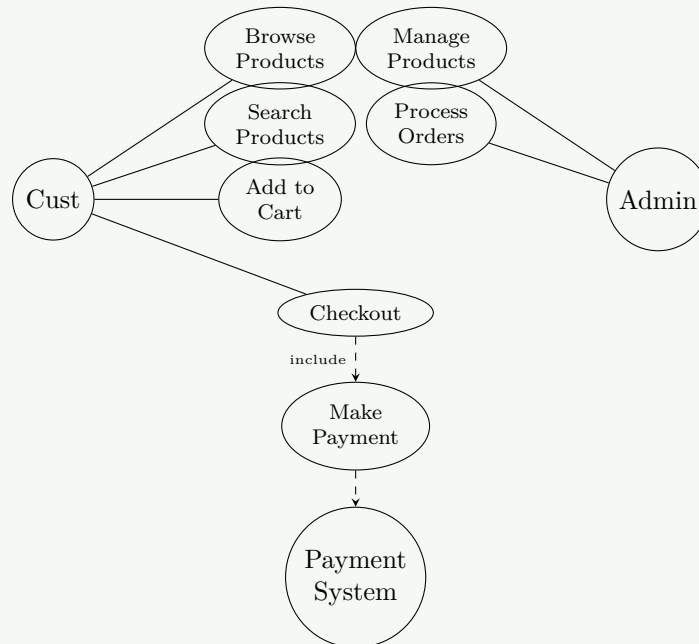
“Data Stamp Control External Common Content: Coupling types from loose to tight.”

### Question 4(c) [7 marks]

Draw a use case diagram for online shopping web application.

#### Solution

A use case diagram shows the functional requirements of an online shopping system by illustrating actors and their interactions with the system.



**Figure 8.** Online Shopping Use Case Diagram

#### Key Use Cases Explained:

##### Customer Use Cases:

- **Browse Products:** View available products by category
- **Search Products:** Find specific products using keywords
- **Shopping Cart:** Add, remove, and modify cart items
- **Checkout Process:** Complete purchase with shipping details

**Admin Use Cases:**

- **Product Management:** Add, edit, delete products and categories
- **Order Processing:** Manage order fulfillment and shipping

**Mnemonic**

“Customers Browse Buy, Admins Manage Monitor: Core use case categories.”

**Question 4(a OR) [3 marks]**

**Explain the characteristics of good UI.**

**Solution**

Good User Interface (UI) design ensures effective user interaction with software systems through intuitive and user-friendly design principles.

**Table 16.** Characteristics of Good UI

Characteristic	Description	Example
<b>Consistency</b>	Uniform design across application	Same button styles throughout
<b>Simplicity</b>	Easy to understand and use	Minimal, clean interface
<b>Visibility</b>	Important elements clearly visible	Key actions prominently displayed
<b>Feedback</b>	System responds to user actions	Progress bars, confirmations
<b>Error Prevention</b>	Prevents user mistakes	Input validation, confirmations
<b>Flexibility</b>	Accommodates different user needs	Customizable interfaces

**UI Design Principles:**

- **User-centered:** Design focused on user needs and goals
- **Accessibility:** Usable by people with different abilities
- **Efficiency:** Minimizes steps to complete tasks

**Mnemonic**

“Consistent Simple Visible Feedback: Core UI design characteristics.”

**Question 4(b OR) [4 marks]**

**Define Cohesion. Explain its classification.**

**Solution**

Cohesion refers to how closely related and focused the responsibilities of a single module are. High cohesion indicates well-designed modules with related functionality.

**Table 17.** Types of Cohesion (Weakest to Strongest)

Cohesion Type	Description	Example
<b>Coincidental</b>	Elements grouped arbitrarily	Utility module with unrelated functions
<b>Logical</b>	Elements perform similar logical functions	All input/output operations
<b>Temporal</b>	Elements executed at same time	System initialization module
<b>Procedural</b>	Elements follow specific sequence	Sequential processing steps
<b>Communicational</b>	Elements operate on same data	Module processing same record
<b>Sequential</b>	Output of one element is input to next	Data transformation pipeline
<b>Functional</b>	All elements contribute to single task	Calculate employee salary

**Benefits of High Cohesion:**

- **Maintainability:** Easier to understand and modify
- **Reliability:** Less likely to have errors
- **Reusability:** Single-purpose modules more reusable

**Mnemonic**

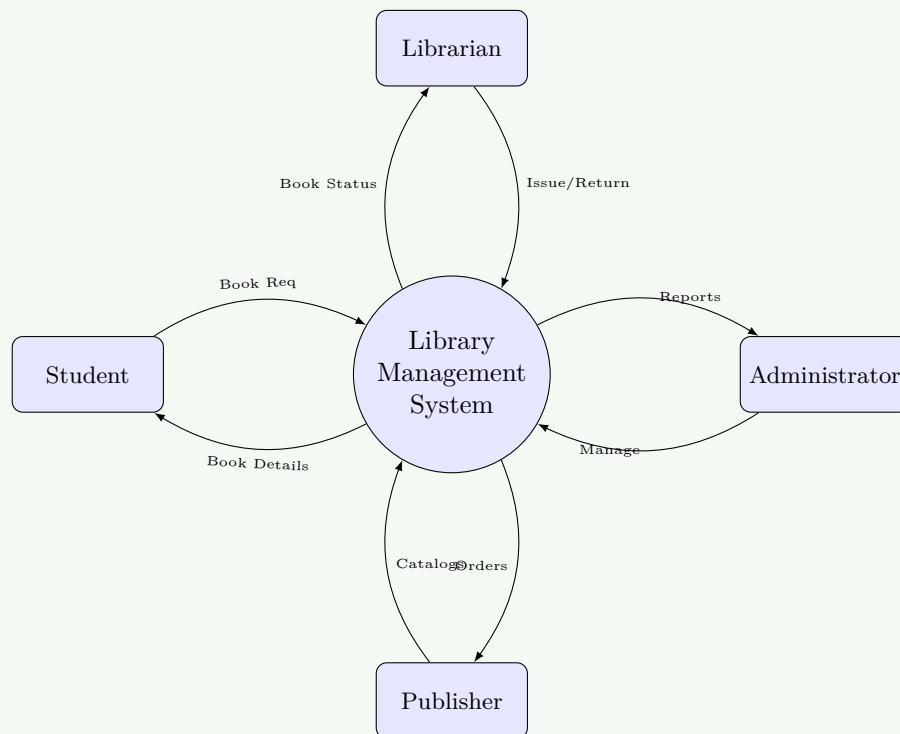
“Coincidental Logical Temporal Procedural Communicational Sequential Functional: Cohesion types from weak to strong.”

**Question 4(c OR) [7 marks]**

Draw context diagram for library system.

**Solution**

A context diagram shows the library system as a single process with its external entities and data flows, providing a high-level view of system boundaries.



**Figure 9.** Library System Context Diagram

**External Entities:**

- **Student (Library Member):** Inputs (Requests), Outputs (Availability)
- **Librarian:** Inputs (Transactions), Outputs (Book Status)
- **Administrator:** Inputs (Management), Outputs (Reports)
- **Publisher/Supplier:** Inputs (Catalogs), Outputs (Orders)

### Mnemonic

“Students Librarians Admins Publishers: Four main external entities interacting with library system.”

## Question 5(a) [3 marks]

Differentiate verification and validation.

### Solution

Verification and validation are two complementary quality assurance processes that ensure software meets requirements and user needs.

**Table 18.** Verification vs Validation

Aspect	Verification	Validation
<b>Question</b>	Are we building the product right?	Are we building the right product?
<b>Focus</b>	Process and standards compliance	Product meets user needs
<b>When</b>	Throughout development	After product completion
<b>Methods</b>	Reviews, inspections, walkthroughs	Testing, user acceptance
<b>Objective</b>	Ensure conformance to specifications	Ensure fitness for use

### Mnemonic

“Verification Verifies Process, Validation Validates Product: Key distinction between the two.”

## Question 5(b) [4 marks]

Explain Code Review.

### Solution

Code Review is a systematic examination of source code by developers other than the author to identify defects, improve code quality, and ensure adherence to coding standards.

**Table 19.** Types of Code Review

Type	Description	Participants	Formality
<b>Code Walkthrough</b>	Author explains code to reviewers	Author + 2-3 reviewers	Informal
<b>Code Inspection</b>	Formal systematic examination	Moderator, author, reviewers	Formal
<b>Peer Review</b>	Colleague reviews code changes	1-2 peer developers	Semi-formal
<b>Tool-Assisted Review</b>	Automated tools assist review	Author + automated tools	Variable

### Review Criteria:

- **Functionality:** Code performs intended operations correctly
- **Standards Compliance:** Follows coding conventions and guidelines
- **Maintainability:** Code is readable and well-documented



**Mnemonic**

“Reviews Reveal Errors Early: Code reviews catch defects before testing.”

**Question 5(c) [7 marks]**

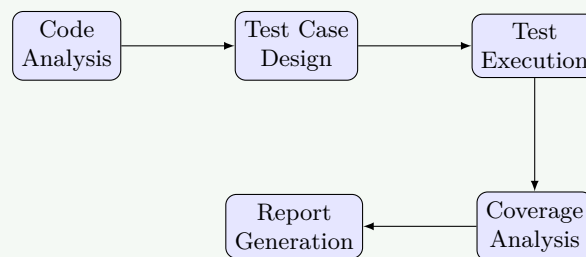
Write a short note on White Box Testing.

**Solution**

White Box Testing is a software testing technique that examines the internal structure, design, and coding of an application to verify input-output flow and improve design and usability.

**Table 20.** White Box Testing Techniques

Technique	Description	Coverage Criteria
<b>Statement Coverage</b>	Execute every statement	All statements executed at least once
<b>Branch Coverage</b>	Test all decision points	All branches (true/false) covered
<b>Path Coverage</b>	Test all possible paths	All independent paths executed
<b>Condition Coverage</b>	Test all conditions	All boolean conditions tested



**Figure 10.** White Box Testing Process

**Advantages:**

- **Thorough Testing:** Examines all code paths and logic
- **Early Defect Detection:** Finds errors during development
- **Introduction:** Identifies unused code and inefficiencies

**White Box vs Black Box:**

- **White Box:** Internal structure focus, code-based testing
- **Black Box:** Functional behavior focus, specification-based testing

**Mnemonic**

“White Box Sees Inside Structure: Internal code structure testing approach.”

**Question 5(a OR) [3 marks]**

List out various coding standards and guidelines.

**Solution**

Coding standards and guidelines ensure consistent, readable, and maintainable code across development teams and projects.

**Table 21.** Coding Standards Categories

Category	Standards	Examples
<b>Naming Conventions</b>	Variable, function, class naming	camelCase, PascalCase
<b>Code Structure</b>	Indentation, spacing, brackets	4-space indentation
<b>Documentation</b>	Comments, function headers	Inline comments, API docs
<b>Error Handling</b>	Exception handling, logging	Try-catch blocks

**Language-Specific Standards:**

- **Java:** Oracle Java Code Conventions
- **Python:** PEP 8 Style Guide
- **JavaScript:** Airbnb JavaScript Style Guide

**Mnemonic**

“Names Structure Documentation Errors: Four main coding standard categories.”

**Question 5(b OR) [4 marks]**

Explain Test cases and Test suite with example.

**Solution**

Test cases are specific conditions under which a tester determines whether a software application is working correctly, while a test suite is a collection of related test cases.

**Table 22.** Test Case vs Test Suite

Aspect	Test Case	Test Suite
<b>Definition</b>	Single test scenario	Collection of test cases
<b>Scope</b>	Specific functionality	Related functionalities
<b>Execution</b>	Individual test	Group execution

**Example Test Case:****Listing 1.** Sample Test Case

```

1 Test Case ID: TC_LOGIN_001
2 Description: Verify user login with valid credentials
3 Preconditions: User account exists in system
4 Test Steps:
5   1. Navigate to login page
6   2. Enter valid username
7   3. Enter valid password
8   4. Click Login button
9 Expected Result: User redirected to dashboard

```

**Test Suite Example:**

- **Login Test Suite:** Contains all login-related test cases
- TC\_LOGIN\_001: Valid login
- TC\_LOGIN\_002: Invalid username
- TC\_LOGIN\_003: Invalid password

**Mnemonic**

“Cases Test Functions, Suites Group Cases: Individual vs collection relationship.”

## Question 5(c OR) [7 marks]

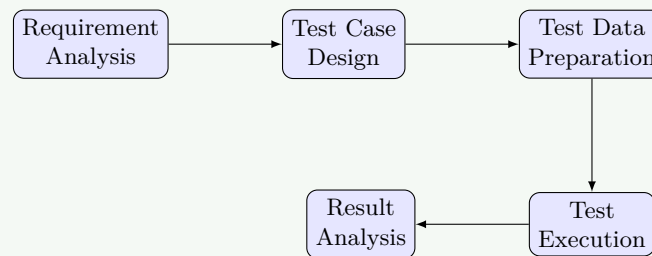
Write a short note on Black Box Testing.

### Solution

Black Box Testing is a software testing method that examines functionality without knowledge of internal code structure, focusing on input-output behavior and requirement compliance.

**Table 23.** Black Box Testing Techniques

Technique	Description	Application
<b>Equivalence Partitioning</b>	Divide inputs into equivalent groups	Input validation testing
<b>Boundary Value Analysis</b>	Test edge values and boundaries	Range and limit testing
<b>Decision Table Testing</b>	Test combinations of conditions	Complex business logic
<b>State Transition Testing</b>	Test state changes	Workflow and status testing
<b>Use Case Testing</b>	Test user scenarios	End-to-end functionality



**Figure 11.** Black Box Testing Process

#### Advantages:

- **User Perspective:** Tests from end-user viewpoint
- **No Code Knowledge:** Testers don't need programming skills
- **Unbiased Testing:** Not influenced by code implementation

#### Mnemonic

"Black Box Behavior Based: Focus on external functionality without internal knowledge."