

**Post Graduate Diploma in Management (Hospital & Health Management)**

**PGDM – 2023-25 Batch**

**2<sup>nd</sup> Year – 3<sup>rd</sup> Semester End Examination**

<b>Subject &amp; Code</b>	<b>: Software Quality Assurance-HIT 714</b>	<b>Reg. No.</b>	<b>:</b>
<b>Semester &amp; Batch</b>	<b>: III, 2023-25</b>	<b>Date</b>	<b>: 18-10-2024</b>
<b>Time &amp; Duration</b>	<b>: 10:30 A.M.-01:30 P.M. (3 Hrs.)</b>	<b>Max. Marks</b>	<b>: 70</b>

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**Instructions:**

- Budget your time as per the marks given for each question and write your answer accordingly.
  - Don't write anything on the Question Paper except writing your Registration No.
  - Mobile Phones are not allowed even for computations.
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**Part A: Q.1 to Q.10 all questions are compulsory (10 X 2 Marks = 20 Marks)**  
**One liner, MCQs, True/False**

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**Q.1 Requirement Traceability Matrix is a way of doing complete mapping of software**

- a) true
- b) false

**Q.2 White Box techniques are also classified as**

- a) Design based testing
- b) Structural testing
- c) Error guessing technique
- d) None of the mentioned

**Q.3 Which of the following is a myth in testing?**

- a) Tester can find bugs
- b) Any user can test software
- c) Missed defects are not due to testers
- d) Complete testing is not possible

**Q.4 Which of the following divides the input domain into classes containing data?**

- a) Equivalent partitioning
- b) Environment partitioning
- c) Procedure division
- d) Compilation division

**Q.5 ----- is not a Test Document.**

- a) Test Policy
- b) Test Case
- c) PIN (Project Initiation Note)
- d) RTM (requirement Traceability matrix)

**Q.6. Continual (Continuous) improvement cycle is based on systematic sequence of ----- activities.**

- a) SDLC
- b) PDCA
- c) waterfall model

**Q.7 ----- is the application of quality principles to all facets and business processes of an organization.**

- a) TQM
- b) Software Testing
- c) Software tools

**Q.8 Innovation is the -----activity leading to changes.**

- a) Planned
- b) Accidental
- c) virtual

**Q.9 Quality management system of an organization based on which pillars**

- a) Test plans, Test conditions & decisions
- b) Quality processes, Guidelines and standards & Formats and templates
- c) Quality police, objectives and manuals

**Q.10 V- model uses-----test models**

- a) Component testing, integration testing, system testing and acceptance testing
- b) alpha testing, beta testing, acceptance testing and user testing
- c) black box testing, white box testing and gray box testing

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**Part B: Q.11 to Q.15 attempt any four questions (4 X 5 Marks = 20 Marks)**

**Short Notes**

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**Q.11** “It is not enough for a test procedure to ask a tester to try all the test cases and report the observations. “Justify.

**Q.12** “Random testing has gained immense popularity in the field of gaming and protocol testing” How do you think random testing helps in gaming?

**Q.13** “The need for compatibility testing is high today” Why do you think so?

**Q.14** Assume that you have developed a windows-based application that has the capacity of Dynamic Data Exchange (DDE) and Object Linking and Embedding (OLE). What kind of compatibility testing would you suggest?

**Q.15** Do you believe that GUI testing can enhance the product’s usability? What are the different levels in which GUI can be carried out?

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**Part C: Q.16 to Q.20 attempt any three questions (3 X 10 Marks = 30 Marks)**

**Long Notes**

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- Q. 16** Assume that you have developed the next version of software (Version 2.0) and also a patch for the existing version (Version 1.3.4). What type of compatibility testing will you carry out for these applications? How will you ensure its compatibility?
- Q.17** When do you think that a software product is designed badly? List out the possible user interface errors in the software product.
- Q.18** “The GUI has become a de facto standard for user interface in most of the modern technologies.” How would you justify this?
- Q.19** What are the Steps involved in developing software Metrics and justify?
- Q.20** Explain Smoking Testing and Monkey Testing, Alpha and Beta Testing, Performance Testing