

Reg. No

Name

19U650

BCA DEGREE END SEMESTER EXAMINATION - MARCH 2019
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : 16U6CRBCA19 : MOBILE TESTING
(For Regular - 2016 Admission)

Time : Three Hours

Max. Marks: 75

Section A

Answer all the following (1 marks each)

1. What is beta testing?
2. What is regression testing?
3. What is the significance of tearDown() fixture method?
4. What is the significance of @BeforeClass annotation in JUnit?
5. What is uninstallation testing?
6. What is posture assessment?
7. Describe about MonkeyTalk IDE.
8. Write any two native object recognition tools.
9. The testcases are with the extension
10. The property is used to verify the values found within the table.

(1 x 10 = 10)

Section B

Answer any 8 (2 marks each)

11. Explain the long term goals of software testing.
12. Describe briefly about the stress testing.
13. Briefly describe about @Before and @After annotation in JUnit?
14. What is application testing?
15. What is memory leakage testing?
16. Describe briefly about strategy definition in Testing lifecycle of mobile application.
17. Describe briefly about test planning in Testing lifecycle of mobile application.
18. What is testing script?
19. What is the reporting feature in MonkeyTalk?
20. What is testing script in Monkey Talk?

(2 x 8 = 16)

Section C

Answer any 5 (5 marks each)

21. What are the advantages and disadvantages of grey box testing?
22. What are the advantages and disadvantages of white box testing?
23. Explain about service testing.
24. Explain UI and functional testing strategies.
25. Describe about the native object recognition tools in mobile test automation.
26. Describe about parameterized script.
27. What are the disadvantages of Robotium framework?

(5 x 5 = 25)

Section D

Answer any 2 (12 marks each)

28. Describe the basics of the software development lifecycle and the steps involved in the development.
29. Explain in detail about JUnit testing framework.
30. Explain the performance and security concerns of non functionality testing method.
31. Explain the test life cycle for mobile application.

(12 x 2 = 24)