B.C.C.A. - III (CBCS pattern) Semester-VI

UBCCAT605.4 / 008 - Elective-IV Paper-V - Software Engineering

P. Pages : 1 **GUG/S/25/13389**

Time : Three Hours * 0 1 3 0 * Max. Marks : 40

Notes : 1. All questions are compulsory and carry equal marks.
2. Draw neat and labeled diagram wherever necessary.
3. Avoid vague answers and write answer relevant and specific to questions.

Either:

1. a) Explain the concept of layered technology. Discuss its structure and significance. **4**

b) What is the evolving role of software in modern society? **4**

OR

c) What is CMMI? What are its levels? **4**

d) What are the common software myths and how can they be overcome. **4**

Either:

2. a) What is the purpose of a feasibility study in requirements engineering? **4**

b) Give the difference between system requirements and user requirements. **4**

OR

c) Draw and explain waterfall model of software development. **4**

d) Write a note on Requirement Validation. **4**

Either:

3. a) What is data models and how is it used to represent data structures? **4**

b) Write a note on design process and design quality. **4**

OR

c) What do you mean by structured methods. Explain **4**

d) Explain the concept of architectural styles and patterns. **4**

Either:

4. a) Explain Black-Box and White-Box Testing. **4**

b) Describe the relationship between process metrics and product metrics. **4**

OR

c) Write a note on. **4**
1) Unit Testing 2) Integration testing

d) What is software quality and how it can be measured? **4**

5. Solve all the questions.

a) Write a note on Team Process model. **2**

b) Give the importance of interface specification in software development. **2**

c) What is design concepts in design engineering? **2**

d) Explain the art of debugging in short. **2**

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