

B.C.A. - III (CBCS Pattern) Semester-V
005 - Elective-II-Paper-II - Software Engineering

P. Pages : 2

Time : Three Hours



GUG/W/24/13080

Max. Marks : 40

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- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagram and use supporting data whenever necessary.
 3. Avoid vague answer and write specific answer related to questions.

Either :

1. a) What is CMMI? What are its levels and benefits for software development? 4
- b) Write an introduction to software engineering and explain the evolving role of software 4

OR

- c) Explain the concept of layered technology discuss its structure and significance. 4
- d) Write a short note on process assessment explain the purpose and key elements involved. 4

Either :

2. a) Explain the waterfall model in detail. 4
- b) What are functional and non-functional requirements? Explain any four with examples. 4

OR

- c) What do you mean by feasibility studies? Explain their importance. 4
- d) Explain various steps in SDLC. 4

Either :

3. a) What do you mean by architectural design? Explain 4
- b) What do you mean by class base modeling? 4

OR

- c) How do you access the quality of software design? 4
- d) Write a note on design process and design quality. 4

4 Either :

- a) What do you mean by validation testing? Explain 4
- b) What is white-box-testing? Explain its advantages and limitations. 4

OR

- c) Differentiate between verification and validation. 4
- d) What is source code metrics? 4

5. Solve all the questions.

- a) List disadvantages of team process model. 2
- b) Explain evolutionary process models. 2
- c) What do you mean by data warehouse. 2
- d) Explain the art of debugging in short. 2
