

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

P. Pages : 1

Time : Three Hours



GUG/S/23/13080

Max. Marks : 40

-
- Notes : 1. All Questions are compulsory and carry equal marks.
2. Draw neat and labelled diagrams wherever necessary.
3. Avoid vague answers and write answers relevant and specific to questions only.

Either:

1. a) Write an introduction to Software Engineering and Explain the Evolving Role of Software. 4
b) What do you mean by Capability Maturity Model Integration (CMMI)? Explain. 4

OR

- c) Describe in detail Software engineering-A layered technology. 4
d) What is Process Assessment? Explain in detail. 4

Either:

2. a) Explain the waterfall model in detail. 4
b) What do you mean by Feasibility studies? Explain. 4

OR

- c) What are the Functional and non-functional requirements? Explain any four. 4
d) Write a note on Requirements management. 4

Either:

3. a) Describe Behavioural model in detail. 4
b) What do you mean by Architectural Design? Explain. 4

OR

- c) Write a note on Design process and Design quality. 4
d) Describe System Model in detail. 4

4. Either:

- a) What do you mean by Validation Testing? Explain. 4
b) Describe the test strategies for conventional software in detail. 4

OR

- c) Write a note on Metrics for maintenance. 4
d) What is White-Box Testing? Explain in detail. 4

5. Attempt all the questions.

- a) Write a short note on Changing Nature of Software. 2
b) What do you mean by Interface specification? 2
c) Write a short note on Context Model. 2
d) Explain the art of Debugging in short. 2
