

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**

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