

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

P. Pages : 2

Time : Three Hours



GUG/W/23/13080

Max. Marks : 40

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- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw labelled diagram wherever necessary.
 3. Avoid vague answers and write specific answers related to questions.

Either:

1. a) Define software. Write characteristics of software. 4
- b) Explain software Process framework with diagram. 4

OR

- c) Give the difference PSP and TSP. 4
- d) Write a note on changing nature of software. 4

Either:

2. a) What is SDLC? Explain various steps of SDLC. 4
- b) Explain functional and non-functional requirements. 4

OR

- c) Explain waterfall model. 4
- d) List the types of interface. 4

Either:

3. a) Discuss common stages of the engineering Design process. 4
- b) Explain object oriented design concept in detail. 4

OR

- c) How do you assess the quality of software design? 4
- d) Explain coupling and cohesion. 4

Either:

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|-----------|----|--|----------|
| 4. | a) | What are software measurement function points? | 4 |
| | b) | Explain architectural design metrics. | 4 |

OR

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|-----------|----|---|----------|
| | c) | Enlist various types of integration testing. | 4 |
| | d) | Write down difference between Alpha and Beta testing. | 4 |
| 5. | | Solve all the questions. | |
| | a) | List the advantages of process patterns. | 2 |
| | b) | Explain evolutionary model. | 2 |
| | c) | Define architectural design. | 2 |
| | d) | Explain metrics for maintenance. | 2 |
