

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 access the quality of software design? 4
d) Explain coupling and cohesion. 4

Either:

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

OR

- 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
