

B.E. Computer Science & Engineering (Model Curriculum) Semester-V
TEE1062CS - Software Engineering

P. Pages : 2

Time : Three Hours



GUG/W/23/13817

Max. Marks : 80

- Notes :
1. All questions are compulsory.
 2. All questions carry equal marks.
 3. Due credit will be given to neatness and adequate dimensions.
 4. Assume suitable data wherever necessary.

1. a) What is software? Explain software myths in detail. 8
b) Explain the following with a neat diagram. 8
 - i) Prototyping model.
 - ii) Spiral mode.

OR

2. a) Explain with diagram the RAD process model with advantages and disadvantages. 8
b) Explain process framework and umbrella activities with suitable diagram. 8
3. a) Write short note on. 8
 - i) Managing software projects.
 - ii) Software measurements.
- b) Explain LOC and function point (FP) metrics from the given data calculate FP for a project. Input = 8, Outputs = 12, inquiries = 4, logical files = 2, interfaces = 1, $\Sigma Fi = 41$. Assume that all complexity adjustment values are average. 8

OR

4. a) Difference between reverse engineering and forward engineering. 8
b) What do you mean by people, product, and process? Explain W5HH principle in detail. 8
5. a) What are the planning practices & modeling practices? Discuss in detail. 8
b) Demonstrate system modeling with UML. 8

OR

6. a) Explain system engineering and the elements of computer based systems in detail. 8
b) Explain Hatley- Pirbhai modeling of system modeling with suitable diagram. 8

7. a) What are the seven distinct functions of requirement engineering? Explain each in detail. 8
- b) Discuss software requirement specification (SRS) in detail. 8

OR

8. a) What are different model in Analysis modeling? Explain. 8
- b) Explain design model of design engineering. 8
9. a) State & explain different approaches for software testing. 8
- b) Explain boundary value analysis technique in black box testing. 8

OR

10. a) Write difference between verification and validation in software testing. 8
- b) What are software testing fundamentals? And explain Black-box testing. 8
