(6 pages)		Reg. No. :				
Code No.: 21022			Su	b. Code: GMCA 51		
	В.	C.A. (CBCS) DE	GREE EX			
-0	C	Fiftl	Semeste	er		
35+	Computer Applications — Main					
SOFTWARE ENGINEERING						
(For those who joined in July 2012-2015)						
Time: Three hours Maximum: 75 marks						
		PART A — (Answer	$10 \times 1 = 1$ ALL ques			
	Cho	oose the correct	answer:			
1.		e code you write kage is called —	de you write to connect the two component e is called ————			
	(a)	Frame work	(b)	Glue		
	(c)	Product line	(d)	Domain.		
2.	is a property by which an abstract operation may be performed in different ways					
		Abstraction		Polymorphism		
	(c)	Encapsulation	(d)	Instances.		

3.	is an eff	ective way to gather		
	information from a group of people			
	(a) brain storming (b)	multiviewing		
	(c) observation (d)	prototyping.		
4.	Which of the following requirements?	is the non-functional		
	(a) platform			
	(b) input			
	(c) output			
	(d) timing and synchroniza	ation.		
5.	diagrams	show the behaviour of		
	system interms of how obje			
	(a) interaction (b)	state		
	(c) activity (d)	object.		
6.	Which diagram is used to work that an object or comp			
	(a) action (b)) state		
	(c) activity (d) interaction.		
7.	Several different designed designs is called	ers create their own		
	(a) parallel design (b)	design space		
	(c) design decision (d) static design.		

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8.	In ———— design, you start with the very high level structure of the system	12. (a) Describe the sections of Domain Analysi document.
	(a) top-down (b) bottom-top	m Or
	(c) best-fit (d) worst-fit.	(b) How to manage the changing requirements?
9.	A ———— sort will take equal elements and sometimes switch their order after the sorting process	13. (a) Discuss how to handle multiple discriminations in generalizations.
	(a) stable (b) non-stable (c) quick (d) bubble.	Or
10.	Which of the following is a lucking mechanism?	(b) Explain collaboration diagram with example.
	(a) designer (b) defector	14. (a) Describe the parts of a design.
	(c) semaphore (d) luck.	Or
	PART B — $(5 \times 5 = 25 \text{ marks})$	(b) Write the strategies to increase the
	Answer ALL questions, choosing either (a) or (b).	reusability.
	Each answer should not exceed 250 words.	15. (a) Describe numerical computation defects.
11.	(a) Discuss and differentiate types of softwares.	Or
	Or	(b) Briefly explain various process scheduling
	(b) Write about classes and their instances.	tools.
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[P.T.O.]

PART C — $(5 \times 8 = 40 \text{ marks})$

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Define and discuss software engineering.
What are the difficulties and risks in software engineering as a whole?

Or

- (b) What is object orientations? Write about method operation and polymorphism.
- 17. (a) Discuss how to define the problem and its scope.

Or

- (b) Explain brain storming in detail.
- 18. (a) Discuss the advanced features of class diagram.

Or

- (b) Write about state diagram.
- 19. (a) Explain functional and layer cohesion in detail.

Or

(b) Discuss multilayer architectural pattern in detail.

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20. (a) Discuss different kinds of timing and coordinations defects.

Or

(b) Explain various software process models in brief.

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