|      | )   | 3                     |                      |                    |  |  |
|------|---|-----------------------|----------------------|--------------------|--|--|
| (6 p | ages)   | Jaz                   | Reg. No              | <b>).:</b>         |  |  |
| Co   | de N  | o.: 21022             | Sub                  | c. Code: GMCA 51   |  |  |
|      | В.С   | C.A. (CBCS) DE<br>API | GREE EX<br>RIL 2016. | AMINATION,         |  |  |
|      |   | Fifth                 | Semester             | c                  |  |  |
|      |   | Computer Ap           | plications           | — Main             |  |  |
|      |   | SOFTWARE              | ENGINE               | EERING             |  |  |
| (1   | For the   | ose who joined i      | n July 20            | 12 and afterwards) |  |  |
| Tim  | e:Th  | ree hours             |                      | Maximum : 75 marks |  |  |
|      |   | PART A — (            | $10\times 1=10$      | 0 marks)           |  |  |
|      |   | Answer A              | ALL quest            | ions.              |  |  |
|      | Cho   | ose the correct a     | nswer :              |                    |  |  |
| 1.   |   | oftware is said to    | o be ——              | if it has fower    |  |  |
|      | (a)   | reliable              | (b)                  | usabili            |  |  |
|      | (c)   | efficiency            | (d)                  | reusarbility       |  |  |
| 2.   | is the units of arta abstraction in object oriented design. |                       |                      |                    |  |  |
|      | (a)   | class                 | (L)                  | object             |  |  |
|      | (c)   | property              | (d)                  | behaviour          |  |  |

|    | -  |                      |                        | Activity  Code No.: 21022      |  |  |
|----|--|----------------------|------------------------|--------------------------------|--|--|
|    |  | Sequence             |                        |                                |  |  |
|    | (a)  | Colloboration        | (b)                    | Intraction                     |  |  |
| 6. | A diagram shows several objects working together.                  |                      |                        |                                |  |  |
|    | (c)  | Inheritance          | (d)                    | Dependancy                     |  |  |
|    | (a)  | Association          | (b)                    | Multiplicity                   |  |  |
| 5. | An ———— is used to show how two classes are related to each other. |                      |                        |                                |  |  |
|    | (c)  | through put          | (d)                    | reliability                    |  |  |
|    | (a)  | input                | · (b)                  | response time                  |  |  |
| 4. | Whi<br>re ju   | ch of the foirement? | ollowing               | is the functional              |  |  |
|    | (d)  | cooluling            |                        |                                |  |  |
|    | (c)  | domain analys        | is                     |                                |  |  |
|    | (b)  | Re-engine rin        | g                      |                                |  |  |
|    | (a)  | reusability          |                        |                                |  |  |
| 3. | engi   | neer learns bacl     | process b<br>aground i | y which a software nformation. |  |  |

3.

| 7.  | design specifies the languages with which processes communicate with each other over a network.        |           |     |                  |  |  |  |
|-----|--|-----------|-----|------------------|--|--|--|
|     | (a)  | Protocol  | (b) | Algorithm        |  |  |  |
|     | (c)  | Class     | (d) | Architecture     |  |  |  |
| 8.  | The set of procedures or methods through which a layer provides its services is called ————            |           |     |                  |  |  |  |
|     | (a)  | API       | (b) | CGI              |  |  |  |
|     | (c)  | GUI       | (d) | Frame            |  |  |  |
| 9.  | The are the logical conditions that govern looping and if-then-else statements are wrongly formulated. |           |     |                  |  |  |  |
|     | (a)  | defects   | (b) | errors           |  |  |  |
|     | (c)  | flaws     | (d) | failures         |  |  |  |
| 10. | O. A ———————————————————————————————————   |           |     |                  |  |  |  |
|     | (a)  | Dead lock | (b) | live lock        |  |  |  |
|     | (c)  | Cohesion  | (d) | Coupling         |  |  |  |
| 0   |  | Page      | e 3 | Code No. : 21022 |  |  |  |

## PART B — $(5 \times 5 = 25 \text{ marks})$

Answer ALL questions choosing either (a) or (b), each answer should not exceed 250 words.

11. (a) Write about Software Quality.

Or

- (b) What is Object Orientation? Discuss.
- 12. (a) Liscuss the benefits of domain analysis.

Or

- (b) State the difficulties and risks in domain and requirement analysis.
- 13. (a) What are the essentials of UML class diagrams?

Or

- (b) With example explain the activities and actions in state diagram.
- 14. (a) Describe different types of design.

Or

(b) Write a note on Broker-architectural design.

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15. (a) Explain black box and glass box texting with example.

Or

(b) Discuss how to estimate cost based on past experience.

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) Discuss various activities of Software Engineering Projects.

Or

- (b) Briefly explain about classes and objects with example.
- 17. (a) What is requirements? Discuss different types of requirements.

Or

- (b) Briefly describe the role of interviewing in gathering and analysis requirements.
- 18. (a) Describe various issues in creating generalization.

O

(b) Explain in detail as out sequence diagram.

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19. (a) What is coupling? How to reduce coupling? Explain any two coupling methods.

Or

- (b) Discuss how to write a good design document
- 20. (a) List and explain various numerical computations defects.

Or

(b) replain different commercial tools used for project scheduling and Tracking.

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