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B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2019

Sixth Semester

Core Course-SOFTWARE ENGINEERING

(2013 Admission onwards)

Time: Three Hours

Maximum Marks: 80

Part A

Answer all questions.

Each question carries 1 mark.

- 1. What is the objective of software engineering?
- 2. If the user participation is available, which software life cycle model is suitable?
- 3. What is the purpose of requirement review process?
- 4. Level-0 DFD is similar to which diagram?
- 5. What is the unit of Effort?
- 6. Define FAST.
- 7. What is software failure?
- 8. What is functional cohesion?
- 9. Define Cyclomatic complexity?
- 10. Which method is used for functionality testing?

 $(10 \times 1 = 10)$

Part B

Answer any **eight** questions. Each question carries 2 marks.

- 11. What is the need for a software life cycle model?
- 12. Distinguish between generic and customized product.
- 13. What is software metric? How is it different from software measurement?
- 14. List out requirements of elicitation techniques.
- 15. Distinguish between user and system requirements.
- 16. What is data dictionary?

Turn over

- 17. What is the purpose of use case diagram?
- 18. What is software reliability? Does it exist?
- 19. What is modularity? List the important properties of a modular system.
- 20. Differentiate between fault and bug.
- 21. What is Alpha testing?
- 22. What is test suite?

 $(8 \times 2 = 16)$

Part C

Answer any **six** questions. Each question carries 4 marks.

- 23. Why it is difficult to improve software process? Explain with reasons.
- 24. What is software life cycle? Discuss the generic waterfall model.
- 25. Briefly explain the role of management in software development.
- 26. What is software requirements specification (SRS)? List out the advantages of SRS standards.
- 27. What is meant by test case design? Discuss its objectives and indicate the steps involved in test case design.
- 28. Discuss the structure testing. How is it different form functional testing?
- 29. What are components of a use case diagram? Explain their usage with the help of an example.
- 30. Discuss the objectives of software design. How do we transform an informal design to a detailed design?
- 31. Explain how the CMM encourages continuous improvement of the software process.

 $(6 \times 4 = 24)$

Part D

Answer any two questions. Each question carries 15 marks.

- 32. Explain the spiral model of software development. What are the limitations of such a model? How does the "project risk" factor affect this model?
- 33. What are crucial process steps of requirement engineering? Discuss with the help of a diagram.
- 34. What do you understand with the term "requirements elicitation"? Discuss any two techniques in detail.
- 35. List five desirable characteristics of a good SRS document. Discuss the relative advantages of formal requirement specifications. Also write down the important issues that must be addressed by an SRS.

 $(2 \times 15 = 30)$



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BCA DEGREE (CBCS) EXAMINATION, MAY 2019

Fourth Semester

Bachelor of Computer Application

Core Course - CA4CRT03 - SYSTEM ANALYSIS AND SOFTWARE ENGINEERING

2017 Admission onwards

46071D27

Maximum Marks: 80 Time: 3 Hours

Part A

Answer any ten questions.

Each question carries 2 marks.

- 1. What is Business Information System?
- 2. Define Organization Chart
- 3. Differentiate a program and a software?
- 4. Distinguish the terms deliverables and milestones.
- 5. Explain RAD?
- 6. What are use case Scenarios?
- 7. What do you mean by scope in SRS?
- 8. How many aspects of adjustment factors are considered in determining adjustment factors?
- 9. What is data flow diagram?
- 10. List the four types of diagrams.
- 11. Is complete testing of a software possible? Explain why?
- 12. What is beta testing?

(10×2=20)

Part B

Answer any **six** questions.

Each question carries 5 marks.

- 13. Explain management review of the life-cycle activities
- 14. What is the meaning of the term baseline document? Name and describe the three baseline documents
- 15. After every cycle a usable product should be given to customer; which model will be choosen? Explain?
- 16. Differentiate functional and non-functional requirements.



Page 1/2 Turn Over

- vinal is intermediate COCOIVIO?
- 18. Explain the differencec between a flow chart and a structure chart.
- 19. Explain the various software quality factors and criterias.
- 20. Explain decision-table testing
- 21. Explain unit testing and integration testing

(6×5=30)

Part C

Answer any **two** questions.

Each question carries 15 marks.

- 22. If user have no previous experience of participation in similar projects; which all lifecycle models will be choosen? Explain it.
- 23. Explain DFD with an example
- 24. With a neat block diagram explain the design framework of software design
- 25. Explain:
 - (a) Path testing
 - (b) Data flow testing

(2×15=30)



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B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2017

Sixth Semester

Core Course—SOFTWARE ENGINEERING

(2013 Admission onwards)

Time: Three Hours

Maximum Marks: 80

Part A

Answer all questions.

Each question carries 1 mark.

- 1. Abbreviate the term CMMI.
- 2. Who developed Spiral Model?
- 3. What is meant by requirement elicitation?
- 4. In the Empirical Estimation Technique which model is developed by Barry W. Boehm?
- 5. Who developed function count method?
- 6. What is LOC?
- 7. What is Capability Maturity model?
- 8. How many product quality factors have been proposed in McCall quality model?
- 9. What is meant by code walkthrough?
- 10. What is a FTR?

 $(10 \times 1 = 10)$

Part B

Answer any eight questions. Each question carries 2 marks.

- 11. What is software process?
- 12. Differentiate between deliverables and milestones.
- 13. What does Level 0 DFD represent?
- 14. Define requirement engineering process.
- 15. Differentiate between user and system requirement.

Turn over

- 16. Define software design.
- 17. What is the difference between function oriented and object oriented design?
- 18. What is MTBF?
- 19. State any two advantages of OOD methodology.
- 20. What is beta testing?
- 21. Differentiate validation and verification?
- 22. What is meant by test suit?

 $(8 \times 2 = 16)$

Part C

Answer any **six** questions.

Each question carries 4 marks.

- 23. Define a software process. How do software myths affect a software process?
- 24. Illustrate with a diagram that the software does not wear out.
- 25. Write a brief note on feasibility study?
- 26. What are the characteristics of SRS?
- 27. List the important properties of a modular system.
- 28. Brief on the objectives of software design.
- 29. Can we have inheritance without polymorphism? Explain.
- 30. Why does software fail after it has passed from acceptance testing?
- 31. Explain the limitations of testing.

 $(6 \times 4 = 24)$

Part D

Answer any two questions. Each question carries 15 marks.

- 32. Explain the waterfall model and the spiral model of software development.
- 33. Discuss the significance and the use of requirement engineering. What are the problems in the formulation of requirements?
- 34. Explain different types of coupling and cohesion.
- 35. How can design attribute facilitate debugging? Explain various debugging approaches.

 $(2\times15=30)$