

1. **What are the characteristics of Software?**
 - a. Software is created, not manufactured like hardware.
 - b. It doesn't wear out but can deteriorate over time.
2. **What are the various categories of software?**
 - a. System Software and Application Software.
 - b. Also, Networking and Web Applications Software.
3. **What is SDLC?**
 - a. SDLC stands for Software Development Life Cycle.
 - b. It's a plan for building, maintaining, and improving software.
4. **What are the various phases of SDLC?**
 - a. Planning, Analysis, Design, Implementation, Testing.
 - b. Deployment, and Maintenance.
5. **What are different SDLC models available?**
 - a. Waterfall, V-Model, Incremental, RAD, Iterative.
 - b. Spiral, Prototype, and Agile.
6. **Which SDLC model is the best?**
 - a. The one that fits the project's needs and situation best.
 - b. It depends on project requirements, constraints, and goals.
7. **What is the waterfall method and what are its use cases?**
 - a. It's a sequential approach to project management and development.
 - b. Best used when requirements are clear and technology is well understood.
8. **What is Cohesion and Coupling?**
 - a. Cohesion is how well elements in a module fit together.
 - b. Coupling is how modules interact with each other.
9. **What activities come under the umbrella activities?**
 - a. Software Project Tracking, Risk Management, Quality Assurance.
 - b. Technical Reviews, Configuration Management, Reusability Management.
10. **What is Debugging?**
 - a. Finding and fixing errors or bugs in software.
 - b. It ensures the software functions correctly.
11. **What is the name of various CASE tools?**
 - a. Requirement Analysis, Structure Analysis, Software Design, Code Generation.
 - b. Test Case Generation, Document Production, Reverse Engineering.
12. **What is Black box testing?**
 - a. It tests the functionality of software without knowing its internal code.
 - b. Focuses on inputs and outputs without examining internal logic.

13. What is White box testing?

- a. Analyzes internal structure, code, and design of software.
- b. Also known as structural or glass-box testing.

14. What is a Feasibility Study?

- a. It assesses the practicality and benefits of proposed software projects.
- b. Determines if the project is technically and financially feasible.

15. What is the Difference Between Quality Assurance and Quality Control?

- a. Quality Assurance focuses on preventing defects.
- b. Quality Control involves identifying and fixing defects.

16. What is the difference between Verification and Validation?

- a. Verification ensures that the software meets specifications.
- b. Validation checks if the software meets user requirements.

17. What is software re-engineering?

- a. It involves modifying and reconfiguring an existing system.
- b. Aims to improve software efficiency and effectiveness.

18. What is reverse engineering?

- a. It involves recovering design and specifications from existing code.
- b. Helps understand and document legacy systems.

19. What is SRS?

- a. Software Requirement Specification defines software requirements.
- b. Describes what the software should do and how it should perform.

20. Distinguish between Alpha and Beta testing.

- a. Alpha testing is done by internal testers before release.
- b. Beta testing involves external users before final release.

21. What are the elements to be considered in the System Model Construction?

- a. Software type, user experience, development techniques, and risks.
- b. Also, team capabilities, development methods, and project size.

22. What are CASE tools?

- a. CASE stands for Computer-Aided Software Engineering.
- b. These tools automate and support various SDLC activities.

23. What is the limitation of the RAD Model?

- a. Requires sufficient human resources for large projects.
- b. Relies on developer and customer commitment.

24. What is the disadvantage of the spiral model?

- a. Can be costly and requires specific expertise for risk analysis.
- b. Success highly depends on the risk analysis phase.

25. What is COCOMO model?

- a. COCOMO stands for Constructive Cost Model.
- b. It estimates effort and cost based on project size.

- 26. Define an estimation of software development effort for organic software in the basic COCOMO model?**
- Effort = $2.4(\text{KLOC})^{1.05}$ Person-Months.
 - KLOC stands for Kilo Lines of Code.
- 27. What is the Agile software development model?**
- It's an iterative approach focused on customer collaboration and flexibility.
 - Emphasizes incremental delivery and rapid response to change.
- 28. Which model can be selected if the user is involved in all the phases of SDLC?**
- RAD model can be selected if the user is involved in all phases.
 - Rapid Application Development allows for user involvement throughout.
- 29. What are software project estimation techniques available?**
- PERT, WBS, Delphi method, and Use Case Point.
 - These techniques help estimate effort, time, and resources for projects.
- 30. What is level-0 DFD?**
- Level-0 DFD is the highest abstraction level.
 - It depicts the entire system as a single process.
- 31. What is physical DFD?**
- Physical DFD focuses on how the system is implemented.
 - It includes hardware, software, and external components.
- 32. What is the black hole concept in DFD?**
- A processing step may have input flows but no output flows.
 - In a black hole, data can only enter but not exit.
- 33. Mention the formula to calculate the Cyclomatic complexity of a program?**
- Cyclomatic complexity = $E - N + 2P$.
 - E is the number of edges, N is the number of nodes, and P is the number of predicates.
- 34. How to find the size of a software product?**
- Size can be measured using Lines of Code, Function Points, or Entity Relationship Diagrams.
 - These methods provide standardized measures of software functionality.
- 35. Mentions some software analysis & design tools?**
- Data Flow Diagrams, Structured Charts, and Entity Relationship Diagrams.
 - Also, Decision tables, Data Dictionary, and Structured English.
- 36. What is the difference between Bug and Error?**
- A bug is a defect found before software release.
 - An error is a deviation between expected and actual results.
- 37. What is the difference between Risk and Uncertainty?**
- Risk can be measured and managed, uncertainty cannot.
 - Risk involves known probabilities, uncertainty does not.

38. What is a use case diagram?

- a. A use case diagram visualizes interactions between actors and the system.
- b. It shows how users interact with the system to achieve goals.

39. Which model is used to check software reliability?

- a. Rayleigh model is used to check software reliability.
- b. It predicts defect rates based on statistical distributions.

40. What is CMM?

- a. CMM stands for Capability Maturity Model.
- b. It assesses and improves the maturity of an organization's software processes.

41. Define adaptive maintenance?

- a. Adaptive maintenance involves updating software for new platforms or interfaces.
- b. It ensures software remains compatible with evolving environments.

42. In the context of modular software design, which of the combination is considered for cohesion and coupling?

- a. High cohesion and low coupling are considered ideal.
- b. High cohesion ensures elements within a module belong together, while low coupling minimizes dependencies between modules.

43. What is regression testing?

- a. Regression testing ensures that recent changes to software haven't affected existing functionality.
- b. It re-runs previously executed test cases to verify that previously developed and tested software still performs correctly.

44. Black box testing always focuses on which requirement of software?

- a. Black box testing focuses on functional requirements of the software.
- b. It tests the software's functionality without examining its internal code structure.

45. Which testing is used for fault simulation?

- a. Mutation testing is used for fault simulation.
- b. It injects faults into the software to measure test adequacy.

46. What is a function point?

- a. Function point metrics measure the functionality of a software application.
- b. They provide a standardized method for quantifying the size and complexity of software.

47. What is a baseline?

- a. A baseline is a measurement that defines the completeness of a phase in software development.
- b. It marks the end of a phase and serves as a reference point for future activities.

48. What is the cyclomatic complexity of a module that has 17 edges and 13 nodes?

- a. Cyclomatic complexity = $E - N + 2$, where $E = 17$, $N = 13$.
- b. Cyclomatic complexity = $17 - 13 + 2 = 6$.

49. Why does software tend to deteriorate as it evolves?

- a. Multiple change requests introduce errors in component interactions.
- b. Over time, the accumulation of changes can lead to increased complexity and decreased stability.

50. Cohesion is an extension of which concept?

- a. Cohesion is an extension of the information hiding concept.
- b. It refers to how well elements within a module fit together to perform a single task.

51. What are the three essential components of a software project plan?

- a. Team structure, Quality assurance plans, and Cost estimation.
- b. These components are crucial for managing and executing software projects effectively.

52. The testing of software against SRS is known as...?

- a. Acceptance testing is the testing of software against SRS.
- b. It ensures that the software meets the user's requirements and expectations.

53. How to measure the complexity of software?

- a. Complexity of software can be measured using methods like Lines of Code or Cyclomatic complexity.
- b. These metrics quantify the size and intricacy of software.

54. Define the term WBS?

- a. WBS stands for Work Breakdown Structure.
- b. It decomposes a project into smaller, manageable tasks for planning and execution.

55. What is a regression testing primarily related to?

- a. Regression testing is primarily related to Maintenance testing.
- b. It ensures that changes to the software haven't introduced new defects or affected existing functionality.