

**Bachelor of Science (B.Sc.) (I.T.) Part—II  
(Semester—IV) (C.B.S.) Examination**

**SOFTWARE ENGINEERING—I**

**Paper—I**

Time : Three Hours] [Maximum Marks : 50

**Note :—** (1) **ALL** questions are compulsory and carry equal marks.

(2) Draw neat and labelled diagrams wherever necessary.

**EITHER**

1. (a) What significant changes are observed in evolving the computer software ? Explain. 5
- (b) Explain any three challenges of software engineering. 5

**OR**

- (c) What myths are considered while evolving the computer software over the period ? 5
- (d) What are the activities that occur throughout the software process which primarily focus on project management ? 5

**EITHER**

2. (a) Discuss Waterfall model for software development. 5
- (b) Explain functional and nonfunctional requirements in software development. 5

**OR**

- (c) What is the difference between Unified Process (UP) phase and Unified Process (UP) workflows ? 5
- (d) What are considerations to initiate requirement engineering process ? Explain. 5

**EITHER**

3. (a) List and explain different tasks in requirement engineering. 5
- (b) What is the purpose of domain analysis ? How is it related to concept of requirement patterns ? 5

**OR**

- (c) Explain the following :
- (i) Data objects
  - (ii) Data attributes
  - (iii) Relationship. 5
- (d) What are the basic guidelines for conducting a collaborative requirement gathering meeting ? 5

**EITHER**

4. (a) What are the different design elements used in deployment model of software development ? Explain. 5
- (b) When should a modular design be implemented ? How can this be accomplished ? 5

**OR**

- (c) Explain how is complex system made easy during design engineering. Explain. 5
- (d) Discuss the quality attributes considered in software design engineering. 5
5. (a) List and discuss briefly five goals related to process area of software development. 2½
- (b) List different phases of Unified Process (UP) model. 2½
- (c) What do you mean by class base modeling ? 2½
- (d) List different design classes and give its purpose. 2½