

DHARMSINH DESAI UNIVERSITY, NADIAD FACULTY OF TECHNOLOGY THIRD SESSIONAL

SUBJECT: (CE-421) SOFTWARE ENGINEERING PRINCIPLES AND PRACTICES

: 82 Seat No. : B.Tech Semester - IV Examination : Friday Day : 22/03/2024 Date Max. Marks : 36 : 1:00 p.m. to 2:15 p.m. Time

INSTRUCTIONS:

- Figures to the right indicate maximum marks for that question.
 The symbols used to carry their usual meanings.
 Assume suitable data, if required & mention them clearly.

- 4. Draw neat sketches wherever necessary.

Q.1		Dos	as directed.	[12]
CO5	N	(a)	Examine the need of Driver and Stub for Unit Testing.	[2]
CO5	Е	(b)	State True or False and Justify: "Regression testing requires re-execution	[2]
003	L	(0)	of some test cases which have been already tested once."	
CO5	A	(c)	Identify two scenarios where stress testing can be applied.	[2]
CO4	N	(d)	List Any Four principles of DSDM.	[2]
CO4	R	(e)	Which are three golden rules of User Interface Design?	[2]
CO6	C	(f)	Write full form of SCM & SCI. Draw the SCM process diagram.	[2]
		1-7		
Q.2		Atte	empt Any TWO from the following questions.	[12]
CO5	C	(a)	Design black box test suite for the following:	[6]
			1. "A Mediclaim system which requires customers to satisfy age	
			criteria between 18 and 60 years to buy a policy."	
			2. "Mobile Phone number validation tool which checks whether the	
			entered number is valid or not based on length."	
CO5	E	(b)		[6]
			1. Draw Flow graph	
			2. Determine Cyclomatic Complexity by applying all three methods	
			begin	
			int x, y, power;	
			float z;	
			input(x, y);	
			if(y<0)	
			power = -y;	
			else power = y;	
			z=1;	
			while(power!=0)	
			{ z=z*x;	
			power=power-1;	
			}	
			if(y<0)	
			z=1/z;	
			output(z);	
	-		end	+ [6]
CO5	E	(c)	Why integration testing is carried out in different manner for Object	

Oriented Software as compared to traditional approach? Explain the techniques which are commonly used to test Object Oriented software.

Q.3 CO6 CO4	NN	Attempt the following questions. (a) What is "Agile Manifesto"? Explain any eight Agile Principles. (b) Explain the following terms with respect to Extreme Programming: Refactoring, Pair-Programming, Test-First Development.	[12] [6] [6]
		OR .	
Q.3		Attempt the following questions.	[12]
CO6	N	(a) What are DevOps and Jenkins? Draw and Explain DevOps Lifecycle. What is CI/CD model of software development?	[6]
CO4	N	(b) What is Scrum? Explain the Role of following terms with respect to Scrum: Product Master, Scrum Master, Product Backlog, Sprint, Sprint Planning Meeting, Sprint Backlog, Daily Scrum meeting, Sprint Review and Sprint Retrospective.	[6]