Paper ID [A0473]

(Please fill this Paper ID in OMR Sheet)

B. Tech. (Sem. - 6ᵗʰ/7ᵗʰ)

SOFTWARE ENGINEERING (CS - 308)

Time : 03 Hours   **Maximum Marks : 60**

Instruction to Candidates:

1) Section - A is **Compulsory**.

2) Attempt any **Four** questions form Section - B.

3) Attempt any **Two** questions form Section - C.

Section - A

Q1)   (10 × 2 = 20)

a) What is the difference between software and a program?

b) What is degree of a relationship?

c) What is software engineering?

d) What are the selection process parameters for a life cycle model?

e) What is validation?

f) What is client server environment?

g) What is white box testing?

h) What is a formal information system?

i) What are main characteristics of real time system?

j) What are the benefits of data dictionary?

Section - B

Q2) Explain how both waterfall and prototyping model of software process can accomodate spiral model?

Q3) What is the significance of feasibility study? What are different type of feasibility analysis?

Q4) What are size metrics? How is function point metric advantageous over LOC metric?

Q5) How do you access the quality of software design?

Q6) What is meant by modular design? When and how should a modular design be implemented?

Section - C

(2 × 10 = 20)

Q7) (a) Why for the large software system development, it is recommended that prototype should be a "throwaway" prototype?

(b) What is DFD? How can you draw DFD, explain with the help of some example?

Q8) Explain COCOMO II in detail.

Q9) (a) What is 3GL environment? How is different from 4GL environment?

(b) What are various activities performed during software project planning?

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