

Course Code: 20MCA107**Course Name: ADVANCED SOFTWARE ENGINEERING**

Maxmark:60

Duration: 3 Hours

PART A*Answer all questions, each carries 3 marks.*

Marks

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|----|---|-----|
| 1 | Explain Sashimi Model. | (3) |
| 2 | Explain COCOMO Estimation Model. | (3) |
| 3 | Explain Literate Programming. | (3) |
| 4 | Explain Conformance Quality. What are the techniques used for ensuring conformance quality? | (3) |
| 5 | Explain Unit testing. | (3) |
| 6 | What is Anti-Patterns? | (3) |
| 7 | Explain Defect Life Cycle. | (3) |
| 8 | What is Regression Testing? | (3) |
| 9 | Explain Version Control System? What is the purpose of using it? | (3) |
| 10 | Explain the benefits of Software Configuration Management? | (3) |

PART B*Answer any one question from each module. Each question carries 6 marks.***Module I**

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| 11 | Explain Prototype. Also its types, advantages and disadvantages. | (6) |
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OR

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| 12 | What are the characteristics of a Software? | (6) |
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Module II

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| 13 | Explain how to clone a Git repository. | (6) |
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OR

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| 14 | Explain the four dimensions of quality. | (6) |
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Module III

15 What is a Design pattern? Explain how to select a design pattern for your problem. (6)

OR

16 Explain xUnit architecture and write example for testing using any frame work. (6)

Module IV

17 Explain Scrum framework. (6)

OR

18 Explain Black-Box testing and White-Box testing. Give any two techniques for each testing type. (6)

Module V

19 Explain the principles of software delivery. (6)

OR

20 Explain the essential practices that should be enforced on Continuous Integration (CI) teams. (6)
