1638

Code : 15CS51T

Register Number

SOFTWARE ENGINEERING

Time : 3 Hours] | Max. Marks : 100

Note : (1) Answer any **six** questions from Part – A. Each carries **5** marks.

(2) Answer any **seven** full questions from Part – B. Each carries **10** marks.

PART – A

Answer any **six** questions. Each carries **5** marks.

1. Define main attributes of software quality.   5

2. Explain the general structure of an SRS.   5

3. Define usecase. List out the terms used in usecases.   5

4. Explain requirement process.   5

5. Explain top down approach of effort estimation for COCOMO model.   5

6. Explain the role of software Architecture.   5

7. Explain project monitoring and tracking plan.   5

8. Define coupling. List the different types of it.   5

9. Explain code inspection and summarize the report of an inspection.   5

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PART – B

Answer any **seven** full questions. Each carries **10** marks.

10. With a neat diagram explain waterfall model.   10

11. (a) List out any five common principles of Agile approach.   5
    (b) Differentiate between process and project.   5

12. Explain in detail desirable characteristics of an SRS.   10

13. Explain various Architectural styles.   10

14. Discuss the concept of Risk assessment and Risk control.   10

15. Describe different levels of cohesion.   10

16. With reference to UML, explain the concept of class diagram and sequence diagram with example.   10

17. Explain any ten programming practices to be followed to make the code easier to read and to avoid errors.   10

18. Explain different levels of testing and goals of each level.   10

19. (a) Discuss the goals of Dev Ops.   5
    (b) Explain DevOps tool chain.   5

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