

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

` Max mark:60

Duration: 3 Hours

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

Marks

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|----|---|-----|
| 1  | List out the main characteristics of a good software.                 | (3) |
| 2  | Write the advantages of prototyping development model.                | (3) |
| 3  | Differentiate git pull and git fetch commands.                        | (3) |
| 4  | Write a note on literate programming.                                 | (3) |
| 5  | Explain the four essential elements of design pattern.                | (3) |
| 6  | A design pattern may turn into an antipattern. Justify the statement. | (3) |
| 7  | Write any three software-testing principles.                          | (3) |
| 8  | Distinguish between black box testing and white box testing.          | (3) |
| 9  | Write down the principles of software delivery.                       | (3) |
| 10 | How dependencies are managed in software configuration management.    | (3) |

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

- 11 Explain COCOMO. How can you estimate a software project using COCOMO II model? (6)

**OR**

- 12 Spiral model follows a risk-driven approach to help project teams decide on what development approach to take for various parts of the project. Justify the statement. (6)

**Module II**

- 13 Illustrate the core operations in Git version control system to manage a software project in local system and remote server. (6)

**OR**

- 14 Explain the four dimensions of software quality. (6)

**Module III**

- 15 Illustrate the architecture of xUnit framework with a neat diagram. (6)

**OR**

- 16 How design pattern is useful in software development? Explain in detail about different types of design patterns. (6)

**Module IV**

- 17 Define agility. Explain various agile design principles. (6)

**OR**

- 18 Write short notes on equivalence class testing and control flow testing. (6)

**Module V**

- 19 Explain the essential practices of continuous integration. (6)

**OR**

- 20 With a neat diagram, explain the architecture of deployment pipeline. (6)

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