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## S.Y.B.Sc. (Computer Science) CS - 232 : SOFTWARE ENGINEERING

(2019 CBCS Pattern) (Semester - III) (23122)

Time: 2 Hours] [Max. Marks: 35

Instructions to the candidates:

- 1) All questions are compulsory.
- 2) Neat diagrams must be drawn if necessary.
- Q1) Attempt any EIGHT of the following.

 $[8\times1=8]$ 

- a) What is Software Patterns?
- b) Define: Software Engineering.
- c) Explain the purpose of sequence model.
- d) Define: Dependency.
- e) What is agility?
- f) What is the importance of design model?
- g) State in brief for separation of concerns.
- h) Explain requirement validation.
- i) What is meant by XP?
- j) Define: prototyping.
- Q2) Attempt any four of the following.

 $[4 \times 2 = 8]$ 

- a) Explain in brief about waterfall model.
- b) State any two symbols with an example for developing use cases.
- c) State the disadvantages Incremental model.
- d) What is difference between system and application software?
- e) Explain the purpose of class diagram.

*P.T.O.* 

## *Q3*) Attempt any TWO of the following:

 $[2 \times 4 = 8]$ 

- a) List the activities of spiral model in detail.
- b) Explain any four symbols of class diagram.
- c) Draw an activity diagram for Airline reservation system.

## **Q4**) Attempt any two of the following:

 $[2 \times 4 = 8]$ 

- a) Explain the purposes served by software requirement specification.
- b) Write in detail for Dynamic system development model.
- c) Explain a software process framework in detail.

## **Q5**) Attempt any one of the following:

 $[1 \times 3 = 3]$ 

- a) Draw a sequence diagram for student registration system.
- b) State any six attributes of good software.

