K L University
Department of Computer Science & Engineering
3rd Semester, AY2017-18: II/IV B Tech Question Bank

Course Title/ Code : Software Engineering,
Course Coordinator : Dr.K.V.D.Kiran

Q. NO.	B.T.L	Question	Marks		Source of the Question
			In-Semester	End-Semester	
COURSE OUTCOME 1 (CO1)					
1	BTL-1	a) Explain the terms software and characteristics of Software.	5	5	Course team
	BTL-1	b) Explain V-model with a neat diagram for planning and validation process.	5	5	Reference book
2	BTL-1	a) Explain System Software, application software with examples.	5	5	Course team
	BTL-1	b) Describe waterfall model.	5	5	Course team
3	BTL-1	a) Illustrate various layers of Software Process Framework in software engineering.	4	4	Interview questions
	BTL-1	b) Software changes are common after the first version have been put into use. Suggest a few ways to build software to stop deterioration due to change.	6	6	OEQ
4	BTL-1	a) Explain Capability Maturity model	5	5	Course team
	BTL-1	b) List the merits of using incremental model in Software Development Process.	5	5	Interview questions
5	BTL-1	a) Is software engineering applicable when WebApps are built? If so, how might it be modified to accommodate the unique characteristics of WebApps	6	6	Text book-pgno26
	BTL-1	b) Describe how the framework activities, actions and tasks that occur within each activity are organized	4	5	Course Team
6	BTL-1	a) Describe a process framework in your own words. When we say that framework activities are applicable to all projects, does this mean that the same work tasks are applied for all projects, regardless of size and complexity? Explain.	5	5	Text book-pgno26
	BTL-1	b) Distinguish between desktop and web applications	5	6	Course Team
7	BTL-1	a) Explain concurrent process models	5	5	Reference book
	BTL-1	b) Distinguish between Personal software Process (PSP) model and Team software Process	5	5	Course

		(TSP) Model.			Team
8	BTL-1	a) Differentiate between software engineering and system engineering	5	5	Reference book
	BTL-1	b) Provide three examples of software projects that would be amenable to the waterfall model.	5	5	Text book-pgno62
9	BTL-1	a)Illustrate concurrent model and how it is used in project development	5	5	Course Team
	BTL-1	b) “Requirements change so much. After all, don’t people know what they want”- Justify	5	5	Text book-pgno93
10	BTL-1	a) Summarize the evolutionary development model and its problems in detail	6	6	Reference book
	BTL-1	b) Provide three examples of software projects that would be amenable to the prototyping model. Specify	4	4	Text book-pgno62
11	BTL-1	a)State Hooker’s Principles	4	4	Course Team
	BTL-1	b) Explain Boehm’s spiral model of software engineering process and its draw backs	6	6	Course Team
12	BTL-1	a) Demonstrate software development life cycle	5	5	Course Team
	BTL-1	b) Describe the types of measurements that an individual software engineer is asked to make and how those measurements can be used to improve personal effectiveness.	5	5	Text book-pgno62
13	BTL-1	a) Umbrella activities occur throughout the software process. Do you think they are applied evenly across the process, or are some concentrated in one or more framework activities?	6	6	Text book-pgno26
	BTL-1	b) Explain customer myths and their realities with a set of examples?	4	4	Course Team
14	BTL-1	a) Draw use case diagram for Online Mobile Recharge application and explain it	4	4	OEQ
	BTL-1	b) As you move outward along the spiral process flow, what can you say about the software that is being developed or maintained?	6	6	Text book-pgno62
15	BTL-1	a) Draw use case diagram for ATM application and explain it	6	6	OEQ
	BTL-1	b) Explain unified process model with a diagram	4	4	Course Team
16	BTL-1	a)Explain Practitioner myths.	4	4	Course Team
	BTL-1	b) Explain Unified process work flow.	6	6	Text book-pgno93
17	BTL-1	a)Outline Management myths in software.	6	6	Course

					Team
	BTL-1	b)"Prototype model is important in software development"- Justify	4	4	Text book-pgno93
18	BTL-1	a) Draw Use case diagram for passport automation application and explain it	4	4	OEQ
	BTL-1	b) Differentiate between analysis and design in SDLC	6	6	Text book-pgno93
19	BTL-1	a) Distinguish between different levels of CMM	5	5	Course Team
	BTL-1	b) Why does an iterative process make it easier to manage change?	5	5	Text book-pgno92
20	BTL-1	a) Explain how does a software engineer proceed after gathering requirements for software development	5	5	Course Team
	BTL-1	b) Describe the use and phases of unified process model in software development	5	5	Course Team

Text book: T1 Roger S.Pressman ,"Software Engineering –A Practioner's Approach ", 7th Editon, Mc GrawHill (2010).

Type of Question
Interview/Placement
Reference books
Course Team
Open Ended Question (OEQ)
Text Book

Signature of Vetting Team Members

1. **Signature of the Course Coordinator**
2.
3.

Software Engineering/ SE
Signature of BOS Chairman

Signature of Dean Academics