Code: 15A05401 **R15**

B.Tech II Year II Semester (R15) Supplementary Examinations December 2017

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) What is unified process?
(b) Define product and process.
(c) Explain requirements gathering.
(d) Discuss about requirements modeling.
(e) What is architecture Genres?
(f) Define Architecture Design.
(g) What are golden rules in user interface design?
(h) What is WebApp design?
(i) Define validation testing.
(j) What is system testing?

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 (a) What is waterfall process model and discuss about its reasons for failure?
(b) Describe about personal and team process models.

OR

3 Explain and contrast perspective process models and iterative process models.

UNIT – II

4 (a) Explain about flow oriented modeling and its consequences.
(b) Discuss about requirement modeling for WebApps.

OR

5 Discuss about Data Modeling Concepts and Class-Based Modeling.

UNIT – III

6 Explain the following:
(a) Software architecture.
(b) Architecture genres.
(c) Architecture styles.

OR

7 Discuss various steps involved in component based development.

UNIT – IV

8 (a) Explain about interface design steps.
(b) Explain the steps involved in WebApp Interface Design.

OR

9 Explain about Navigation Design and Component-Level Design.

UNIT – V

10 (a) Explain about the importance of Internal and External testing.
(b) Compare white box testing and white box testing.

OR

11 Explain about Object-Oriented Testing Strategies and discuss its examples.

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Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

*****

1 Answer the following: (10 X 02 = 20 Marks)

(a) Name the different approaches to software process assessments.
(b) How does an incremental model differ from prototyping?
(c) State the need for requirements gathering.
(d) Draw the class diagram for sensor.
(e) Explain data design.
(f) What are constrained dependencies?
(g) State the three golden rules on interface design.
(h) What is the fork & join in use case?
(i) What is the difference between deep structure testing and surface structure testing?
(j) Draw the state diagram for the account class.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 (a) Explain various characteristics of software.
(b) Explain unified process and elaborate on the unified process work products.

3 (a) Explain personal and team process models.
(b) Briefly discuss the agile process.

UNIT – II

4 Draw an we-case diagram for buying a stock using an on-line brokerage account.

OR

5 Why do we say that the analysis model represents a snapshot of a system in time?

UNIT – III

6 Discuss various steps involved in component based development.

OR

7 Explain architectural context diagram for the Safe Home security function.

UNIT – IV

8 (a) Explain about interface design steps.
(b) Explain the steps involved in WebApp Interface Design.

OR

9 Draw the Swim lane diagram for prescription refill function.

UNIT – V

10 (a) Discuss the importance of test strategies for conventional software.
(b) Describe various functional and unit testing techniques in detail.

OR

11 (a) Explain about validation testing methodology.
(b) Compare the block box testing with white box testing.

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Code: 15A05401

R15

B.Tech II Year II Semester (R15) Regular Examinations May/June 2017

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) List the types of software process models.
(b) Demonstrate the examples of software.
(c) Explain domain requirements.
(d) What is use case? Explain.
(e) List out the steps for conducting component level design.
(f) What is software architecture?
(g) Write about interface design steps.
(h) What is architecture design?
(i) Compare verification and validation.
(j) Write a short note on Black box testing.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 (a) Explain the evolving role of software.
(b) Describe software myths? Discuss on various types of software myths and trust aspects of these myths.

OR

3 Explain and contrast perspective process models and iterative process models.

UNIT – II

4 (a) Discuss how requirements are felicitated and validated in software project.
(b) Discuss about various requirements modeling strategies.

OR

5 Give a brief view on patterns for requirements modeling and also requirement modeling in webaps.

UNIT – III

6 Explain the following:
(a) Design process.
(b) Design model.
(c) Design concepts.

OR

7 Discuss various steps involved in component based development.

UNIT – IV

8 (a) Explain the rules of user interface design.
(b) Explain the steps involved in WebApp Interface Design.

OR

9 Explain about Content Design and Architecture Design in detail.

UNIT – V

10 (a) Explain about the importance of test strategies in conventional software.
(b) Compare white box testing and white box testing.

OR

11 Develop a complete test strategy for the safe home system. Document it in a test specification.

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Code: 15A05401

R15

B.Tech II Year II Semester (R15) Regular & Supplementary Examinations May/June 2018

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) List the drawbacks of spiral model.
(b) Differentiate between software process and project.
(c) What are Scenarios?
(d) What is Flow-oriented model?
(e) What is software architecture?
(f) Explain about taxonomy of architecture styles.
(g) Describe the process in user interface design.
(h) What is the component-level design?
(i) Write any two strategic issues.
(j) What is validation testing?

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 (a) Explain about the evolving role of software.
(b) Describe software myths. Explain various types of software myths.

OR

3 (a) Explain briefly about generic process model.
(b) Discuss the process framework activities.

UNIT – II

4 Discuss how an ATM is used, develop a set of use cases that could serve as a basis for understanding the requirements for an ATM system.

OR

5 (a) Write the difficulty process for Eliciting and understanding requirements from system stakeholders.
(b) Write a short note on requirements modeling strategies.

UNIT – III

6 (a) Explain the basic design principles.
(b) Explain about component level design metrics.

OR

7 (a) Explain the design concepts in software engineering.
(b) Explain about architecture design in detail.

UNIT – IV

8 (a) Briefly discuss the golden rules for the user interface design.
(b) Explain the various steps involved in WebApp interface design.

OR

9 (a) Write and explain the interface design steps.
(b) Discuss the design pyramid for WebApp.

UNIT – V

10 (a) Describe the test strategies for conventional software.
(b) Explain about unit testing considerations and procedures.

OR

11 (a) Explain the test strategies for object-oriented software.
(b) Briefly discuss about Integration testing strategies.

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