**SREE VENKATESWARA ENGINEERING COLLEGE**

**DEPARTMENT OF CSE**

**Subject : SOFTWARE ENGINEERING Staff Name: G.VENKATESH**

**Year: II B.TECH - II SEM Academic Year:2018-19**

**SHORT ANSWER QUESTIONS(2 Marks)**

**UNIT-1**

1. Draw the failure rate curve of Hardware and Software pictorially?
2. Define Software Engineering?
3. Show the layered technology nature of Software Engineering?
4. Name the five activities of the generic process framework?
5. What are the umbrella activities present in the software engineering process framework?
6. Write the customer myths existing in software engineering industry?
7. Give the template of process pattern?
8. Name the 4 approaches which are used for Software process assessment and improvement?
9. Name the two evolutionary process models?
10. Name the three specialized process models?
11. Give the block diagram of Unified process?
12. Give the block diagram of Waterfall model?
13. Name the framework activities of PSP model?
14. Name the framework activities of TSP model?
15. Name the phases present in Waterfall model?
16. Write the characteristics of Software?
17. Write about the inception phase of Unified process?
18. Specify the milestones defined by Feature Driven Development(FDD) during design and implementation of a feature?
19. Write the lean principles adopted by Lean Software Development (LSD) method?
20. Name some common Agile process models?

**UNIT-2**

1. Define Requirements Engineering?

2. Name the problems encountered in Requirements elicitation process?

3. Name the seven tasks of Requirements Engineering?

4. Mention the types of requirements identified by QFP (Quality Function Deployment)?

5. What are Expected requirements?

6. What are the Scenario based elements in the Requirements model?

7. What are the types of models resulted from Requirements modelling?

8. Define flow oriented models?

9. Define class oriented models?

10. Define UML swim lane diagram?

11. Define data attribute and write its characteristics?

12. Define class based modelling?

13. Name the selection characteristics suggested by coad and Yourdon that are used for the inclusion of potential class in the analysis model?

14. In class based modelling, mention the four categories of operations that are associated with that class?

15. Define class Responsibility Collaborator (CRC) modelling?

16. In CRC modeling, define Responsibilities and Collaborations?

17. In the analysis, what is the role of class based modelling?

18. Specify the guidelines to be followed during the derivation of data flow diagram:

19. In Data Flow oriented modeling, what is Process Specification(PSPEC)?

20. Define Behavioral model? How to create the behavioral model?

**UNIT-3**

1. Define architectural design?
2. Define data class design?
3. Define interface design?
4. Define component level design?
5. Name the software quality attributes suggested by Hewlett-Packard?
6. Name the software design concepts?
7. In the design model, what is process dimension?
8. In the design model, what is Abstraction dimension?
9. What are the sources used for deriving architectural model?
10. Name the three important elements of interface design?
11. What are Deployment level design elements?
12. Give the four characteristics of a well formed design class suggested by Arlow and Newstadt?
13. In the object oriented design classes, what are process classes?
14. In the object oriented design classes, what are system classes?
15. Define cohesion and coupling?
16. Define procedural abstraction and data abstraction?
17. Define software architecture?
18. Explain how architectural pattern differs from architectural style?
19. Name the different architectural styles available in software engineering?
20. Name the four basic design principles applicable to the component level design?

**UNIT-4**

1. Give the three golden rules of interface design suggested by Theo Mondel?
2. What is the categorization of users during the effective user interface design?
3. What is the difference between Knowledgeable Intermittent users and knowledgeable frequent users?
4. Specify the tasks on which interface validation focus?
5. Define system response time and mention its characteristics?
6. What are the design issues to be handled during user interface design?
7. Mention the general layout guidelines that must be followed in Webapp interface design?
8. What are the four content structures that can be choose in the design of content architecture of an Webapp?

11. What is Model View Controller (MVC) Architecture?

12. What are the options available in implementing the navigation mechanism in Webapps?

**UNIT-5**

1. Specify the main activities of testing?

2. What are the four levels of testing?

3. What is stub procedure?

4. Specify the approaches available to design black box test cases?

5. Define McCabe’s Cyclomatic complexity Metric and how it is computed?

6. Specify the approaches used for debugging?

7. Specify the approaches of integration testing?

8.Explain Big bang integration testing?

9. Define system testing and mention any four of the system tests?

10. What is verification and validation?

11. What is Regression testing?

12. What is Smoke testing?

13. What are critical modules?

14. What are integration testing methods used in object oriented context?

15. What are final tests that comes under validation testing ?

16. What are the various types of loops ?

17. What is Model based testing?

18. How the client server architectures can be tested and what are the tests required for this?

19. How the documentation testing can be done?

20. What are the four step test strategies used for testing the real time systems?

21. What is partition testing and how the partition categories are derived?