

DR. BABASAHEB AMBEDKAR TECHNOLOGICAL UNIVERSITY, LONERE
Regular/Supplementary Winter Examination – 2024

Course: Computer Engineering
Subject Code & Name: BTCOC501: Software Engineering
Branch: Computer Engineering
Semester: V

Time: 3 Hours
Max. Marks: 60

Instructions:

1. All questions are compulsory.
 2. Figures to the right indicate full marks.
 3. Assume suitable data if necessary.
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Q.1 Choose the correct answer for the following Multiple Choice Questions.

1. Which of the following is NOT a characteristic of good software?
 - a) Maintainability
 - b) Reliability
 - c) Efficiency
 - d) Obfuscation (1)
2. What is the primary goal of Software Engineering?
 - a) To produce high-quality software within budget and time.
 - b) To write complex code.
 - c) To find and fix bugs.
 - d) To create aesthetically pleasing interfaces. (1)
3. Which of the following is a non-functional requirement?
 - a) User authentication.
 - b) Data storage.
 - c) Performance.
 - d) Calculation of discounts. (1)
4. Which activity is NOT part of requirements elicitation?
 - a) Interviewing stakeholders.
 - b) Documenting existing systems.
 - c) Code review.
 - d) Prototyping. (1)
5. Which of these is a requirement validation technique?
 - a) Black-box testing.
 - b) Use case modeling.

- c) Requirements review.
 - d) Agile development. (1)
6. Which of the following is a key aspect of Requirements Management?
- a) Version control of requirements documents.
 - b) Stakeholder communication.
 - c) Change management.
 - d) All of the above. (1)
7. What type of model depicts the dependencies of a system on its environment?
- a) Structural model.
 - b) Behavioral model.
 - c) Context model.
 - d) Data model. (1)
8. Which diagram shows interactions between actors and the system?
- a) Class diagram.
 - b) Activity diagram.
 - c) Use case diagram.
 - d) State diagram. (1)
9. Which model illustrates the dynamic aspects of a system over time?
- a) Static model.
 - b) Behavioral model.
 - c) Context model.
 - d) Functional model. (1)
10. What is the core idea behind Model-Driven Architecture (MDA)?
- a) Separation of concerns between platform-independent and platform-specific models.
 - b) Using agile methodologies for modeling.
 - c) Focusing on user interface design.
 - d) Automated testing. (1)
11. Design patterns represent:
- a) Ready-made code snippets to copy and paste.
 - b) Solutions to recurring design problems.
 - c) Specific algorithms for data processing.
 - d) UML diagrams. (1)
12. Which of the following is a creational design pattern?
- a) Observer.
 - b) Strategy.
 - c) Singleton.
 - d) Template Method. (1)

Q.2 Solve the following:

- A) Explain the software development life cycle (SDLC) and its various phases. (6)
- B) Discuss the different software process models, highlighting their advantages and disadvantages. (6)

Q.3 Solve the following:

- A) Explain the importance of requirements elicitation and discuss different techniques used for it. (6)
- B) Describe the process of requirements validation and explain the different validation techniques. (6)

Q.4 Solve any TWO of the following:

- A) What is system modeling? Explain the different types of system models with examples. (6)
- B) Describe how UML diagrams are used for system modeling. Explain different UML diagrams with their purpose. (6)
- C) Explain Behavioral Modeling and illustrate it with state diagrams and activity diagrams using suitable examples. (6)

Q.5 Solve any TWO of the following:

- A) Explain the concept of software architecture and its importance in software development. (6)
- B) Describe the different architectural styles, such as layered, client-server, and microservices. (6)
- C) What are architectural design patterns? Explain with examples of commonly used architectural patterns. (6)

Q.6 Solve any TWO of the following:

- A) Describe the Creational design patterns with examples. (6)
- B) Explain Structural design patterns and their benefits with suitable examples. (6)
- C) Explain Behavioral design patterns and their benefits with suitable examples. (6)

Best of Luck!