

Total No. of Questions – 8]

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BE-VI/6(A)

216765

COMPUTER/I.T. ENGINEERING

COURSE NO. COM– 606

(Software Engineering)

Time Allowed – 3 h

Maximum Marks - 100

Note: Attempt questions in all selecting at least two questions from each Section. Each question carries **20** marks.

Section – A

1. (a) Define "Software Engineering". Draw and explain the following paradigms:
 - (i) Spiral Model
 - (ii) 4 GT Model
- (b) What are the different Software Myths and the corresponding Realities? (15, 5)
2. (a) What do you understand by Empirical Estimation Models? Explain the COCOMO Estimation model.
- (b) What amount of software can be delivered in 1 year 10 months in an organization whose Technology factor is 2400 if a total of 25 py is permitted for development effort?

(12, 8)

[Turn Over

(2)

3. Explain briefly:
- (a) Analysis Model and Principles
 - (b) Software Project Planning and Scheduling. (10, 10)
4. What are the Software Design Principles? Also explain the four design models required for a complete specification of a software design and the role of each.

Section – B

5. Differentiate clearly between Transform and Transaction analysis with suitable examples and diagrams.
6. Explain the following:
- (a) Software Maintenance
 - (b) Formal Technical reviews.
7. Give the various testing principles. What is Black Box Testing? Explain three different methods used for Black Box Testing.
8. Explain the various software testing strategies with one example method of each.

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